

CV

DOYEON LEE

**COMPOSER · MUSIC PRODUCER
SOUND & INTERACTIVE MEDIA ARTIST**

[\[ABOUT\]](#)

Doyeon Lee translates stories that remain within a person but cannot be fully expressed in words. Sound and music are the first languages of this translation. She seeks out the languages and forms each story needs in order to reach another person.

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<https://donnilee.space/>

[\[01\]](#)

ART & RESEARCH PROJECTS

Make My Shroud (In Development)

Co-concept Development and Overall Direction; Interaction Structure Design

Tilted Bodies: When Our Vulnerabilities Meet (2025)

MMCA Seoul — Exhibition Sound Production Lead

Reservoir of Experience (2021)

Seoul Museum of Art — Interactive Website Development

Dinosaur Special Exhibition (2019)

Gwacheon National Science Museum — Sound and Vibration Design; Sound Programming

Emotive VR: a Neuro-Interactive 360 Movie (2018)

EEG Data Integration; Interaction Design; Unity-based VR Prototyping

[01]

ART & RESEARCH — CONTINUED**Hanyang University Global Artist Residence Program (2017–2018)**

Project Management and Sound Design; Music and Sound for In Spirit of Amgeul and UJU

Singing Poster (2017)

Project Management; Interaction and Sound Design; Sound Programming

Interactive Reed (2016)

KAMS · Art Hackathon: Robots and Drones — Project Planning & Sound

[02]

INDEPENDENT CREATIVE WORK**Jajang Jajang — When a Midnight Song Stays for a Lifetime (2026)**

Composition, Vocals, Video Direction & Production

Hamamatsu (2026)

Lyrics, Composition, Vocals & Production

Lullabies for Grown-Up Children (2026)

Music Content Series — Arrangements, Piano & Vocals

[03]

PROFESSIONAL EXPERIENCE**DONNI LAB (2026–Present)**

Independent Creative Studio — Music and Video Content Development and Production; YouTube Channel Operation

The Pinkfong Company · Music Creative Lab (2020–Present)

Lead Music Producer — Music planning, production and direction for animation, film and music content; recording, multilingual localization and quality control

Hanyang University ImagineXLab (2017–2019)

Researcher — Interactive Content Planning and Production; Project Management; User-Experience and Sound Research

Yamaha Corporation · Music AI Group (Aug–Dec 2018)

Global Intern — Interaction Design and Unity/Max/MSP Prototyping

Université de Nantes · LS2N (Mar–Jun 2018)

Research Intern — Interaction-Scenario Design and Unity-Based VR Prototyping

SELECTED CREDITS & CREDENTIALS

[01]

SELECTED MUSIC CREDITS

2026	Algo — Official MV for the AI Challenge for All Ministry of Science and ICT — Music Production
2025–26	Bebefinn: The Lost Bebefinn and the Great Pinkfong Adventure Overall Music Production & Direction
2025	Baby Shark 10 Years × London Symphony Orchestra Overall Music Production & Direction
2025	Seollal with Pinkfong Korean Cultural Center New York — Music Planning and Production
2023	Baby Shark's Big Movie! Overall Music Production & Direction
2023–24	Pinkfong Wonderstar Special: Hogi and the Stolen Car Overall Music Production & Direction
2023	Baby Shark's Big Show!, Season 2 Overall Music Production & Direction
2022	To Our Child Title Song and Multilingual Release Planning & Production
2022–25	MOONSHARK Music Production and Direction Across the Project
2017	CoCo: Adventure Begins (Game) Original Background Music Composition

[02]

EDUCATION · AWARDS · SKILLS

EDUCATION

Hanyang University (2017–2020)
M.A., Art & Technology
Thesis: Extending the Experience of Agency in Social Context

Sungshin Women's University (2012–2017)
B.M., Composition and Music Theory

Pražská konzervatoř · Dvořák Academie
Gifted Piano Program (2007–2010)

AWARDS

Korea Electrical Safety Corporation (2026)
AI Video Competition — Encouragement Award

Art Hackathon: Robots and Drones (2016)
Excellence Award · Interactive Reed

SKILLS

Music Production · Recording · Localization
Interaction Design · HCI · Logic Pro · Unity
Max/MSP · Arduino