Bhae JhooHyung | 배주형

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EDUCATION

· Sogang University, Art&Technology, M.A.S.(Master of Arts and Science), 2021-Present
· Asia United Theological University, Theology, B.TH(Bachelor of Theology), 2015-2019

EXPERIENCE

· KEA(Korea Electronics Association) VR/AR Research Group, Researcher, 2021-Present
· Little Song Music, Motion Graphic Designer, 2019-2020

PROGRAM

· 2022 KOCCA CONTENT IMPACT – NFT PROJECT COURSE
· 2021 KOCCA CONTENT IMPACT – XR & METAVERSE COURSE
· 2020 INNOVATIVE GROWTH YOUTH TALENT INTENSIVE TRAINING PROJECT - VR/AR/MR CONVERGENCE CONTENT DEVELOPMENT PRACTICAL PROJECT COURSE
· 2019 Vocational Training for the National Key Strategic Industries - Digital Motion Graphics Advertising Video Content Production Course
· 2019 KOBACO ADVERTISING EDUCATION CENTER SMART ADVERTISING ACADEMY

PROJECT

· Sogang University & ETRI(Electronics and Telecommunications Research Institute) (2022) - Analyzing and shaping scenarios with visual-audience conversion technology
· Sogang University & d'strict (2022) - Creating user-participating NFT media art based on offline & metaverse
· KOCCA & Sogang University & rebel9 & SeMA(Seoul Museum of Art) (2021) - Development of art and science convergence talent through research and development of real-time participatory XR exhibition platform for multi-users
· Sogang University & ETRI(Electronics and Telecommunications Research Institute) (2021) - Analyzing and shaping scenarios with visual-audience conversion technology
· Sogang University & United Nations Center for Human Rights Policy (2021) - Development of 3D Virtual Museum Prototype for Comfort Women-related historical exhibition

EXHIBITION

· ARKO(Arts Council Korea). 2021 Support for Art and Technology Convergence – VR media art 'obvious eyes'
· Friends of Jeju 4.3: A good room for winter - VR media art 'Camellia flower Gobeullak'
· KOCCA CONTENT IMPACT XR & METAVERSE Demo – VR Media Art 'Camellia flower Gobeullak'
· Exhibition of outstanding works at the 2020 SW Talent Festival – VR game 'The Story of Room 9'

AWARD

· (2021) Seoul Business Agency Academy Web Server Development Project Individual Grand Prize (CEO Award of Seoul Business Agency)
· (2020) Selected outstanding works in the XR section of the SW Talent Festival
· (2019) Best Creative Award for Advertising Planning at the Korea Advertising Academy's Advertising Camp (President of the Korea Advertising Federation)
· (2019) Excellence Award for the video of the Korea Energy Corporation Energy Content Contest (Korea Energy Corporation President Award)
· (2019) Excellence Award for the video of the Land, Infrastructure, Transport and Technology Idea Contest (National Transportation, Science and Technology Promotion Agency Award)
· (2019) Excellent Award for the video of the Construction Safety Contest by the Ministry of Land, Infrastructure and Transport (President of the Korea Construction Association)
· (2019) Award for Encouraging the Video Part of the Patient Safety Reporting System Promotion Contest (Minister of Health and Welfare Award)

RESEARCH

· Bhae, J. H., & Choi, Y. (2022). A comparative study on the displaying ammo UI in VR FPS game: based on HUDs, Spatial Elements, and Diegetic Displays. Journal of Digital Contents Society (J. DCS), 23(4), 613-620.
· Choi, S. W., Bhae, J. H., Kim, D. Y., & Kim, J. (2022). Research and development of virtual gallery ideas for archiving historical materials related to Comfort Women: Voice of 'Comfort Women' Museum. THE PROCEEDINGS OF HCI KOREA 2022, 825-828.
· Yoon. S. R., Jung. S. G., Bhae, J. H., & Choi, Y. (2022). A Study on the Distancing of Each Other Based on VR-based Media Art 'Opaque Gaze' Exhibition Case. THE PROCEEDINGS OF HCI KOREA 2022, 835-838.
· Kim, W., Bhae, J. H., Lee, W., Lee, H. Y., Choi. H., & Kim, J. (2022). A Study on the Development of Ecological Education Content Using VR. THE PROCEEDINGS OF HCI KOREA 2022, 816-818.
· Choi. H., Ryu. J., Kim. B. J., Oh. M. J., Bae G. H., Bhae, J. H., … & Seo. Y. (2022).

SeMa dot Arcade: Expanding the exhibition experience of the museum through community play using the video conference platform Gether Town. THE PROCEEDINGS OF HCI KOREA 2022, 822-824.

SKILL

· PROGRAMMING : C#, C++, Python, HTML, CSS, JavaScript
· 2D : Photoshop, Illustrator, Premiere Pro, After Effects, Davinci Resolve
· 3D : Blender, Cinema4D, MAYA, ZBrush, Substance Painter, Quixel Mixer
· Game Engine : Unity, Unreal

CERTIFICATION

· Unity Certified Associate : Game Developer
· Computer Graphics Operation Specialist
· Computer literacy level 2
· E-commerce manager level 2
· Distribution manager level 2