Developer & Designer

SEHYUN 'AV' KIM

A 158 Norman Ave, F2L, Brooklyn, NY 11222
T +1 571 494 0187
E av.seoul@gmail.com
W www.avseoul.net

EXPERIENCE

FAKE LOVE
2016.Nov - 2018.Mar

Creative Developer / Computer Graphics Developer
- Developed **AR installation in Unity3D** for Kia Cadenza AR Live Event
- Design and developed various in-house office demos including an **AR Experiment** developed in **Unity3D** featured on company's official website
- Developed visual filter/rendering&compositing framework in **Cinder** for Samsung Liquid Canvas & **Samsung Portrait Pool**
- Developed **spatial AR experience** in **Unity3D** with **Tango** featured on company's official website

Freelance
2016.May - 2016.Oct

Creative Developer
- Developed **Style Transfer Mobile Web** in **Javascript**/**Nodejs** for EdgeDNA
- Developed front-end functionalities and realtime loading&rendering module for **IBM Outthink Hidden** (**iOS&Android Mobile App**/**Unity3D**) for Fake Love

VISUALOZIK
2009.Aug - 2014.May

3D Motion Graphics / Production&Post Production / Creative&Art Direction
Visualozik is a group of visual artists and designers in Korea. I co-found this group in 2009. For more than 5 years, I had worked in multiple positions from designer to creative director with various clients including NIKE, British American Tobacco, Samsung, LG, Hyundai Motors, GM Daewoo, YG Entertainment, and more.

PROJECTS

AR Experiment
2017.May

- **AR** project which demonstrates that users can interact with a particle system (AR object) by moving multi physical markers in real time.
- Developed in **Unity3D** with **Vuforia** SDK.

Fragments And Entity
2016.Oct

- Experimental **VR** experience which takes users on visual and auditory journey
- Designed and developed in **Unity3D** with **Oculus Rift**&**LeapMotion**

Untitled
2015.Oct

- 3D Motion Graphics created for the IAC Building's 120' HD video wall
- Designed in **Cinema4D**, composed in **AfterEffects**

Shader Sketches
2017 - present

- Self-motivated experimental sketches in computer graphics mainly with **GLSL** in various frameworks such as **Cinder**/**OpenFrameworks**/**Unity3D**/**Threejs**

SKILLS

Programming
Frameworks
Design Tools
Languages
Interests

C++, **OpenGL**/**WebGL**, **GLSL**, **Javascript**, HTML/CSS
Unity3D, **Cinder**, OpenFrameworks, **Three.js, TouchDesigner**
Cinema4D, Boujou, **AfterEffects**, Photoshop, Illustrator, Sketch
English, **Korean**
AR/**MR**/**VR**, **Pixel**, **Glitch**, **Shader**, **Problem Solving**

EDUCATION

New York University, NY
2014 - 2016

MPS, **Interactive Telecommunications Program(ITP) in Tisch School of Art**
Mainly focused on creative coding, interaction design, realtime 3d computer graphics rendering

Hong Ik University, Korea
2004 - 2013

BFA, **Digital Media Design**
Mainly focused on motion graphics, 3d computer graphics design, production&post production in music video&commercial film