Eun Hyeon Park

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Portfolio - https://epark012.github.io/EunhyeonPark.github.io/

Summary

Story is the most powerful element in content creation, so that it has driven my journey to the present. From my education at Goldsmiths to the VR content development at UCL, I have chased the process of creating interactive environments that deliver cultures and its complexity. Based on experiences in the media industry and game development in Unity engine, I believe my education and my personal characteristics are suitable for this position.

Work Experience

UCL Multimedia Anthropology Lab, 08.2021 - Current

- As a VR developer, my task is to create a museum in virtual space.

Medici Development Centre, 11. 2020 - 06.2021

- Develop virtual reality project based on the target devices (Oculus, Vive, Sym4d)

Somnium Studio, 07. 2019 - 10. 2020

- Start-up, producing virtual reality contents making storytelling with customised stories.

Air force, 05. 2011 - 04. 2013

- Sergeant, discharged upon completing military service.

Education

- Goldsmiths, London – 09.2015 – 09.2018
  - o   BA, Media and communication
- University College London, London –09.2018
  - o   MA, Ethnographic and Documentary Film (VR/AR)

Skills

- Game Engine - Unity3D (Intermediate) & Unreal (Basic)
- Graphic Software - Blender (Intermediate), Substance painter(Intermediate), Houdini(Basic), Photoshop(Basic)
- C# (Intermediate) & C++(Basic) & HLSL (Basic)
- Git