

Eun Hyeon Park

07877322260, somnium.itineris@gmail.com

Portfolio - [https:// epark012.github.io/ EunhyeonPark.github.io/](https://epark012.github.io/EunhyeonPark.github.io/)

Game Developer / Virtual Reality Developer

- Experienced game developer - have experiences implementing all stages of game development for mobile and AR/ VR.
- Designed and developed virtual interaction in virtual space in game engines, such as Unity and Unreal.
- Experienced engine programming - created a rendering software including an object oriented input system in OpenGL API with c++.

Work Experience

UCL Multimedia Anthropology Lab, 08.2021 - Current

- As a VR programmer , my task is to create a museum in Unity and implement interactions with XR interaction Toolkit.

Medici Development Centre, 11. 2020 - 06.2021

- Develop AR/ VR projects for 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
 - BA, Media and communication
- University College London, London –09.2018
 - MA, Ethnographic and Documentary Film (VR/ AR)

Skills & Software

- Game Engine - Unity3D (Intermediate) & Unreal (Basic)
- Graphic Software - Blender (Intermediate), Substance painter(Intermediate), Houdini(Basic), Photoshop(Basic)
- Programming Language - C# (Intermediate) & C++(Basic) & HLSL (Basic)
- Version Control - Git / Github