**Eun Hyeon Park**

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

**Summary**

In my opinion, story is the most powerful element in content creation, so that it has driven my journey to the present. Based on various experiences in the media industry and content creation experience in VR, strong teamwork and diligent attitude are characteristics which describe me well. Moreover, passion for interactive and immersive contents led me to great education in UCL, and opportunities to work with artists and developers in a start-up company. Recently, I was selected and participated in the VR developer course for experts by the South Korea government.

**Work Experience**

**UCL Multimedia Anthropology Lab, 08.2021 - Current**

* Unity development team to create virtual museum.

**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.

**NLF Tanzania, 05.07.2017 - 01.03.2018**

* Internship, producing documentaries, Advertising the institution.

**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**

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