
SUMMARY

My interest lies in mechanical space. I love experimenting the algorithms of the connections of space and applying it to various forms of output. I am especially trying to make my works interact with the people and make a new cultural environment.

EXPERIENCE

K'ARTS 1st Annual Metaverse Showcase	<K'ARTS 1st Annual Metaverse Showcase>, Participated with the digital graduation space model made by Rhino and rendered through Blender. Inside, has an explanation of the graduation works and the works based on virtual and real world.	2022
Graduation Exhibition	<Manual: 13 Perspectives>, Karts architecture department graduation exhibition. Participated to make videos of the exhibition using grasshopper and premier pro. Also participated as one of the graduating students.	2021
Immersive - Theater Directing	<Depth of the Shadow>, Immersive Theatre Project for the ARS Electronica Festival Program. Participated as director and PM, technician. The performer wore Perception Neuron to dance inside the virtual space made in unity. the audience could see the performance through Oculus Quest 2.	2021
Exhibition (Cooperation)	<Azit: Search Here>, Directed an archiving exhibition, which people can only see it through a QR code hung in the physical gallery.	2021
Theater Management	<Doppelgänger>, K'ARTS Industry Academy Cooperation Foundation(Participated as installing sensors and modelling 3d stage before installation)	2021
Exhibition	Showcase2020: Scale, Scanning (Art Collider Showcase) <Inside the Rubik's Cube>, Jee Youn Kim. 3D printed a Rubik's Cube and installed a angle sensor and Arduino. Composed a virtual space with Unity and connected the space and Rubik's Cube.	2020
Story book published	<Black Birds>, story about a girl who is searching for herself and confidence in herself.	2018
Installation	<Room>, Maze Installation with boxes in the gallery. Participated as director and actually made the space.	2017
Exhibition	OK GO (Art Collider Lab, Exhibition 'Performance Program) <Becoming and Being>, Atypic Movement. Exhibited the space with lasers that moved according the the digital sound we made based on a heart beat of the audience. Used Arduino and digital sound.	2016
Exhibition	ICA-KARTS Summer Studio, Exhibited a performance based on a fortune telling village. Participated as a space director.	2016
Archiving published	<Cube of Labyrinth>, Archiving of a study of 'Labyrinthine space' inside a 6*6*6(cm) cube.	2016

ACTIVITY

CoALa	<Coding Algorhythm Lab>, gathering of people to study grasshopper more deeply based on the book AAD, Algorithms-aided Design, by Arturo Tedeschi	2020 ~2021
CD NEXT 3.0	Seminar about the upcoming technology and Computational Design in various areas	2021
gogoarchitecture TA	Making Tasks and answers for the students to review the chapters. Answering questions during the chapters.	2020

CD NEXT 2.0	Seminar about the upcoming technology and Computational Design in various areas	2020
Digital Futures Workshop	Workshop about data visualization in architecture field using python	2020
Art Game Project	Lectures and Workshop from Art Collider Lab. Made board games and talked about the industry of game department. Also had a seminar about technology and art collision.	2018
Colider Workshop	Workshop from Art Collider Lab, using arduino and unity.	2016

EDUCATION

2015 ~ 2022	Korea National University of Arts , Architecture Department (~ 02 / 2022)
	Thesis: < A Study of Modularizing Han-Ok by Analyzing Transfer Space with Open Building System(OBS) > 2020

CERTIFICATIONS

RIBA	RIBA(Royal Institute of British Architects) Part1, Part2	2021
Unity Associate	Certification of Unity Associate Level, Game Developer	2021
CD NEXT 3.0	Seminar about the upcoming technology and Computational Design in various areas	2021
CD NEXT 2.0	Seminar about the upcoming technology and Computational Design in various areas	2020
Digital Futures Workshop	Workshop about data visualization in architecture field using python	2020

TECHNICAL SKILLS

CODING	C, C++, C# Python, JavaScript, html
SOFTWARE	Arduino, Unity, Rhino, Grasshopper CAD, Sketchup, Adobe Creative(PS, AI, ID, AE)

LANGUAGE SKILLS

Korean	Fluent
English	Fluent (IELTS 7)
Chinese	Intermediate (TOCFL 3)
Japanese	Beginner

REFEREES	Available on request
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