## Jee Youn Kim

26-9, Cheonjangsan-ro 7-gil Dongdaemun-gu Seoul, R.O. Korea, 02449

## **SUMMARY**

REFEREES

Available on request

My interest lies in topological space. Experimenting with the algorithms of the connections of space and applying it to various forms of outputs is my passion. In particular, I make my works to interact with people of the digital era and hope to breathe new life into the development of technology.

<doppelgänger>, K'ARTS Industry Academy Cooperation Foundation, VR interaction performance (Participated as installing sensors and modelling 3d stage before installation)</doppelgänger>		2021	
Showcase2020: Scale, Scanning (Art Collider Showcase) <inside cube="" rubik's="" the="">, Jee Youn Kim</inside>		2020	
<black birds="">, storybook</black>		2018	
<room>, Installation with boxes in gallery in a maze form.</room>		2017	
OK GO (Art Collider Lab, Exhibition` Performance Program) <becoming and="" being="">, Atypic movement</becoming>			2016
MICA-K'ARTS Summer Studio		2016	
ng <cube labyrinth="" of=""> ed</cube>		2016	
<coding algorythm="" lab="">, gathering of people to study grassshopper more deeply based on the book AAD, Algorithms-aided Design, by Arturo Tedeschi</coding>		2020 ~2021	
2015 ~ Korea National Univerity of Arts , Architecture Department ( ~ 02 / 2022 )			
Thesis: < A Study of Modularizing Han-Ok by Analyzing Transfer Space with Open Building System(OBS) > 2020			
IONS			
Certification of Unity Associate Level, Game Developer iate		2021	
Seminar about the upcomming technology and Computational Design in various areas		2021	
Seminar about the upcomming technology and Computational Desing in various areas		2020	
Digital Futures Workshop about data visualization in architecture field using python Workshop		2020	
TECHNICAL SKILLS LANGUAGE SKILLS			
C, C++, C# Python, JavaScript	Korean	Fluent	
Arduino, Unity, Rhino, Grasshopper CAD, Sketchup, Adobe Creative(PS, AI, ID)	English Chinese Japanese	Intermediate Beginner	
	<doppelgänger>, K'ARTS Industry Academy Cooperatio performance (Participated as installing sensors and motion) Showcase2020: Scale, Scanning (Art Collider Showcase Youn Kim <black birds="">, storybook <room>, Installation with boxes in gallery in a maze for OK GO (Art Collider Lab, Exhibition` Performance Programovement MICA-K'ARTS Summer Studio <cube labyrinth="" of=""> <coding algorythm="" lab="">, gathering of people to study on the book AAD, Algorithms-aided Design, by Arturo To the book AAD, Algorithms-aided Design, by Analyzing System(OBS) &gt; 2020 IONS Certification of Unity Associate Level, Game Developer Seminar about the upcomming technology and Computation of Seminar about the upcomming technology and Computation of Unity Associate Level, Game Developer Seminar about the upcomming technology and Computation of Unity Associate Level, Game Developer Seminar about the upcomming technology and Computation of Unity Associate Level, Game Developer Seminar about the upcomming technology and Computation of Unity Associate Level, Game Developer Seminar About SKILLS C, C++, C# Python, JavaScript EARduino, Unity, Rhino, Grasshopper</coding></cube></room></black></doppelgänger>	Copppelgänger>, K'ARTS Industry Academy Cooperation Foundation performance (Participated as installing sensors and modelling 3d station) Showcase2020: Scale, Scanning (Art Collider Showcase) <inside kim<="" p="" the="" youn=""> Kelack Birds&gt;, storybook Room&gt;, Installation with boxes in gallery in a maze form. OK GO (Art Collider Lab, Exhibition` Performance Program) <becomi movement<="" p=""> MICA-K'ARTS Summer Studio Cube of Labyrinth&gt; Coding Algorythm Lab&gt;, gathering of people to study grassshopper on the book AAD, Algorithms-aided Design, by Arturo Tedeschi Korea National Univerity of Arts , Architecture Department (~02/20 Thesis: <a analyzing="" by="" han-ok="" modularizing="" of="" spac="" study="" system(obs)="" transfer=""> 2020 IONS Certification of Unity Associate Level, Game Developer Seminar about the upcomming technology and Computational Designer about the upcomming technology and Computati</a></becomi></inside>	Coding Algorythm Lab>, gathering of people to study grassshopper more deeply based on the book AAD, Algorithms-aided Design, by Arturo Tedeschi  Korea National Univerity of Arts , Architecture Department (~02 / 2022)  Thesis: < A Study of Modularizing Han-Ok by Analyzing Transfer Space with Open Building System(OBS) > 2020  IONS  Certification of Unity Associate Level, Game Developer  Seminar about the upcomming technology and Computational Design in various areas Workshop about data visualization in architecture field using python  CECHNICAL SKILLS  C, C++, C# Python, JavaScript Arduino, Unity, Rhino, Grasshopper  Arduino, Unity, Rhino, Grasshopper  Clilder Showcase) <inside cube="" rubik's="" the="">, Jee you installation  Find the Rubik's Cube&gt;, Jee Young installation  Find the Rubik's Cube&gt;, Jee Young installation  Raber Find the Rubik's Cube&gt;, Jee Young installation  Becoming and Being&gt;, Atypic  Becoming a</inside>