

# MIN A KIM

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## Education

**Frank Mohr Institute, Minerva Art Academy** Groningen, Netherlands

2017-

- **MA in Fine Art and Design**  
MADtech(Media, Art, Design & Technology)

**Seoul National University** Seoul, South Korea

2011-2017

- **Bachelor of Arts in Sociology**  
College of Social Sciences, Dept. of Sociology
  - **Bachelor of Arts in Information Science and Culture**  
Information and Multimedia Culture Major (Interdisciplinary Major)
  - Completed **Green Leadership Certificate Program**
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## Projects - Media Design

### Pingpong Painting

(Interactive installation, 2015)

- Interactive media sports or game and painting made to relieve the boredom of one-man sports
- Used Arduino, Processing and Kinect  
*Project for the class 'Interactive Media', Information and Multimedia Culture Major, Seoul National University, 2015*

### Color Your Voice

(Interactive installation, 2015)

- Project about expressing individuality by converting each individual voice to individual color
- Used Max/MSP and Processing  
*Project for the class 'Introduction to Media Interface', Information and Multimedia Culture Major, Seoul National University, 2015*

### Starry Night

(Interactive installation, 2015)

- An installation where user Sweeps the stars of the dark night by hands: falling stars become clouds, when the clouds thicken, it rains
- Used Leap Motion and Processing  
*Project for the class 'Introduction to Information Culture Technology', Information and Multimedia Culture Major, Seoul National University, 2015*

### MalMal

(Interface Programming and Design for iOS Application, 2016)

- App for iOS devices that might seem like a toy, but delivers a critical message with interactive factors
- Used Swift, Xcode prototyping, and Sprite Kit API, the app is interactive with touches  
*Project for the class 'Advanced Interface Programming', Information and Multimedia Culture Major, Seoul National University, 2016*

## Projects - Research

### Design for Internet Shopping Helper on Chrome browser extension

*(Research and design planning on smart shopping, 2015)*

- Research and Design planning devised according to the HCI(Human-Computer Interaction) methodology
- Extension application on the Chrome browser for easy way for to shop cross-border online
- Academic-industrial collaboration project with CJ O Shopping Corp.

*Project for the class 'HCI Theory and Practice', Information and Multimedia Culture Major, Seoul National University*

### Smart Shopping Bag and Cart

*(Research and Design planning on IoT, 2015)*

- Smart shopping cart and smart shopping bag, which communicate with each other and help consumer to find items easily and make payment more convenient in a big supermarket
- Academic-industrial collaboration project with Lotte Data Communication Company

*Project for the class 'Field Research Practice', Information and Multimedia Culture Major, Seoul National University*

### Research and Development for Interactive CPR Manikin

*(Research and development, media installation for training purpose, 2016)*

- To help user, CPR retrainee, to distinguish what the real situation of cardiac arrest is by listening to three different kinds of sound, and also to take accurate actions for the patient accordingly
- Used Arduino

*Research and Development for 'Undergraduate Research Program(URP)', Seoul National University*

### Digital Fabrication Workshop - arts as well as a new social activity

*(Thesis on Sociology, 2016)*

- With the point of view of Sociology of Art, examined the social context of DIY workshops in Korean art scene and compared them with the theoretical background of *New Art Activism*
- *Thesis on Sociology(bachelor), College of Social Sciences, department of Sociology, Seoul National University, 12. 2016*

### Community through the relationship, Art through the process

*(Field research report on Sociology, 2016)*

- Focused on the Community Art in Eun-pyeong district in Seoul, Korea, and analyzed it in a sociological perspective
- Paper presentation at Sociological conference for the Korean Sociological Association, Ewha University, 06.18.2016

*Research for the class 'Social Research Practicum', College of Social Sciences, department of Sociology, Seoul National University, 2016*

## Projects - Art/Performance

### Come Closer

*(Interactive installation, 2017)*

- Interactive installation which light when people approach
  - Using Arduino
- Final show of 'Studies in Vibration', Spektrum, Berlin, Germany, 26.05.2017

### SNU Hippie Generation

*(Performance, design poster and comics, 2012)*

- Performance against the authority, by occupying and appropriating the central lawn of the University to regain the right to play and take a rest on it

*Project for the class 'Arts Designs & Green Society', Green Leadership Program Course, Seoul National University, 2012*

**Meat Times***(Videos, Interactive installations, 2013 - 2016)*

- Media-based works, raising issues on factory-processed meat
- Used Arduino, Processing, Drawing, Video, 3ds Max  
*Project for the class 'Basic Media Programming', Dept. Of Sculpture(Media Art Major), Seoul National University, 2013*  
*Project for the class 'Basic for Electronic Media Practice', Dept. Of Sculpture(Media Art Major), Seoul National University, 2013*  
*Project for the class '3D Animation', Dept. Of Sculpture(Media Art Major), Seoul National University, 2013*  
*Project for the class 'Understanding Digital Animation', Information and Multimedia Culture Major, Seoul National University, 2015*  
 Exhibition 'Goodie', Idea Factory in Seoul National University, Seoul, Korea, 21-22. 09. 2016

**Agreed.***(Interactive installation, 2016)*

- Interactive installation about how we easily and carelessly agree to providing the personal information to inconspicuous systems
- Using Arduino, webcam and Web server  
 Amway Young Artist Project, Amway Art Museum, Seongnam-si, Korea, 26.02 - 19.03. 2016  
 Exhibition 'Goodie', Idea Factory in Seoul National University, Seoul, Korea, 21-22. 09. 2016

**Mask(series)***(Performance - solo/group, improvised/dance, sound system, 2016)*

- Performances about today's fatigued-society, consists of solo and group
- Using Arduino for group performance  
 Exhibition 'Goodie', Idea Factory in Seoul National University, Seoul, Korea, 21-22. 09. 2016

**Contemporary dance/movement***(Contemporary dance, improvisation, 2015 - 2016)*

- Contemporary and improvisation dance performance composed of amateur/public dancers. Participated as one of the dance performer.  
 Showcase at Seoul Arts Center, Dance school for the public - Spring Semester, 18. 06. 2015  
 Showcase at Seongsu festival, OODanceGroup, 04.10.2015,  
 Showcase at Seoul Arts Center, Dance school for the public - Spring Semester, 02. 07. 2016

**Working Experience**

- **Internship at Climate Change Center, NGO in Korea** *07. 2012*
  - Analysis everyday news and articles related to the climate change issues
  - Social Media management
  - Assist events organizing
- **Editorial Department in Coder's High(co.), Korea** *12. 2016 – 06. 2017*
  - Editing and Design a Korean-workbook for 'Learn to code' application(iPad)

**Skills**

- Processing *advanced*
- Arduino *advanced*
- MaxMSP *intermediate*
- Swift *intermediate*
- HTML / CSS *intermediate*