

MIN A KIM

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<https://lucid2713.github.io/>

Education

Seoul National University Seoul, South Korea

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**

Projects - Media Design

Pingpong Painting

(Interactive installation, 2015)

- Interactive media sports or game and painting to relieve the boredom of one-man sports
- Using 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)

- Expressing individuality by showing individual colors, as converting each individual voice to color
- Using 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)

- Sweeping the stars of the dark night by hands: falling stars become clouds, when the clouds thick, it rains
- Using 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 seem like a toy, delivers a critical message with interactive factors
- Using 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 each other and help consumer to find stuffs easily and make payment more conveniently 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 is the real situation of cardiac arrest as listening 3 different kinds of sound, and also to take an accurate actions for the patient
 - Using 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, 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

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 with the factory-processed meat
- Using 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 - Currently**
 - Editing and Design a Korean-workbook for 'Learn to code' application(iPad)

(Programming) Skills

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|-----------------|---------------------|
| - Processing | <i>advanced</i> |
| - Arduino | <i>advanced</i> |
| - Swift | <i>intermediate</i> |
| - HTML / CSS | <i>intermediate</i> |
| - MaxMSP | <i>beginner</i> |
| - Illustrator | <i>advanced</i> |
| - Photoshop | <i>intermediate</i> |
| - AfterEffects | <i>beginner</i> |
| - 3ds Max | <i>beginner</i> |
| - Final Cut Pro | <i>intermediate</i> |

Language Proficiency

- | | |
|-----------|--------------------------|
| - English | <i>IELTS overall 6.5</i> |
| - French | <i>intermediate</i> |