Contents Creator, Developer,
Sound Designer, Performer

MinJung Park

+82 1071020286
minj6000@gmail.com | Website

Objective

Passionate about pioneering transformative platforms at the intersection of play and digital technology, my goal is to create spaces for interactive play. I aim to enable individuals to shape and share experiences through playful technology, fostering connections that propel people forward to a better place.

Education

2020.03 – 2023.07   Bachelor of Arts: School of Film, TV & Multimedia
                           Korea National University of Arts – Seoul, South Korea

Grants/Awards

- Artistic Residency Program, Art Council Korea (ARKO) 2016
- Art and Tech Grant, Art Council Korea (ARKO) 2020: Doppelgänger (Assistant Director)
- Selected and exhibited in Rios, Reflexos de nós, SOS Mata Atlântica Foundation 2017: Farmer Astronauts
- On-Road Production Grant, Korea National University of Arts 2023: RL IN B (Director, Developer)
- Art Change Up Production Grant, Art Council Korea (ARKO) 2023: Ambi Band (Director, Developer)
- Idea Convergence Factory Grant, Korea Creative Content Agency (KOCCA) 2023: AroundT (CEO, Content Designer)
- Selected as one of 12 best projects of Idea Convergence Factory, KOCCA 2023: AroundT (CEO, Content Designer)
- YeKeonDae Project Grant, Korea National University of Arts 2023: AroundT (CEO, Content Designer)

Work History

2023.04 - Current   **AroundT, Seoul**   **Founder & Software Developer**

- Founded and run <AroundT>, digital archiving solution for art toys using Augmented Reality (AR) technology.
- Created art toy called Mood Lamb, which humorously transforms negative emotions, and led structuring and development of mobile application <My Mood Planet>.
- Secured funding from Korea Creative Content Agency (KOCCA) and K-Arts YeKeonDae Project in 2023 for <AroundT>, and project was recognized as one of 12 best projects at KOCCA's Idea Convergence Factory, showcasing its excellence in conception and execution.

2023.07 – 2023.10   **Artijecta(Plinqer), Seoul**   **Software Developer**

- Developed mobile AR application funded by Arts and Technology Project of Arts Council Korea (ARKO) (Artist: YeNa Park).
- Engineered the application to utilize the Seoul public Wi-Fi system, allowing content play exclusively when connected to specific Wi-Fi (Android).
- Implemented GPS functionality to trigger AR content exclusively when reaching specific coordinates (latitude, longitude).

2023.07 – 2023.10   **Asian Art Council (ACC)**   **Assistant Instructor**

- Assisted in instructing Web AR Content Linkage Course for Asian Art Council (ACC), guiding artists in creating AR experiences using 8TH WALL.
- Provided solutions to artists when faced with technical challenges, collaboratively explored and conveyed content design elements.

2022.11 – 2023.10	Ambi Band, Seoul	Software Developer & Director

- Transformed concept of ambiance into personalized experience, enabling users to create and share unique soundscapes.
- Secured funding from ARTS COUNCIL KOREA (ARKO) in 2023, particularly in realm of online media art.
- Took leading role in planning, development, and overseeing sales on both App Store and Google Play Store.

2022.04 - 2022.10	Artronaut(Art Collider Lab), Seoul	Software Developer & Project Researcher

- Led end-to-end process of content planning, prototyping, development, and playtesting for application.
- Developed total of 11 varied AR contents, each strategically designed and reflecting unique characteristics of specific spaces and representative faculty across campuses.
- Collaborated with multidisciplinary teams, including artists, designers, and developers, to ensure a seamless integration of artistic vision and technical functionality within application.

2013.01 – 2015.02	The Workcenter of Jerzy Grotowski and Thomas Richards, Pontedera, Italy	Actor & Creator

- Engaged as an actor and researcher at The Workcenter, an internationally renowned theater company based in Italy.
- Conducted research on the transformative potential of performances derived from specific regional music and actions, aiming to transcend cultural boundaries and impact individuals on a profound level.
- Invited to participate in theater festivals worldwide, including Romania, Brazil, Korea, Italy, France, and various others.
- Served as an assistant to Thomas Richards, and contributed to workshops conducted in France, Brazil, Italy, and Romania, focusing on the theme of 'art as a vehicle'.

Skills

- **Tools:** Unity, Unreal, Premiere Pro, After Effects, Pro Tools, Studio One, Blender, Bitsy, Twine
- **Programming:** C#, JavaScript, Python, JSON