

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
<ul style="list-style-type: none">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(Plinquer), Seoul	Software Developer
<ul style="list-style-type: none">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 – 2023.11	Asian Art Council (ACC)	Assistant Instructor
<ul style="list-style-type: none">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