MinJung Park

Contents Creator, Developer, Sound Designer, Performer

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Objective

Passionate content creator, developer, and performer with a proven track record of utilizing technology to enhance human experiences. Seeking further explore and contribute to the intersection of technology and the arts for the betterment of human life.

Education

Korea National University of Arts: School of Film, TV & Multimedia, Filmmaking (BA) (2020 – 2023)

Professional Background

- **Performer and Composer,** International Performance Group Farmer Astronauts
- **Performer,** The Workcenter Jerzy Grotowski and Thomas Richards (Italy) (2012 - 2015)
- **Resident Artist**, SAMAUMA RURAL Artist Residency (2017)

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)

Recent Activities (2023)

- **Founder and CEO at <AroundT>**

- Founded and run <AroundT>, a digital archiving solution for art toys using Augmented Reality (AR) technology.
- Created art-toy 'mood-lamb' humorously depicted negative emotion and the created the mobile application 'My Mood Planet'.
- Successfully secured funding from the Korea Creative Content Agency (KOCCA) and K-Arts YeKeonDae Project in 2023. Additionally, <My Mood Planet> was selected as one of the 12 best projects of KOCCA's Idea Convergence Factory, demonstrating project excellence.

- **Directed and developed <Ambi Band>**, a sound-based application

- Transformed the concept of ambiance into a personalized experience, allowing users to create and share unique soundscapes.
- Collaborated with diverse disciplines to fuse sound design with technology, resulting in the application being funded by ARTS COUNCIL KOREA (ARKO) in 2023.

- **Assistant Instructor, Web AR (Augmented Reality) Content Linkage Course,** Asian Art Council (ACC)

- Contributed as an Assistant Instructor in the Web AR Content Linkage Course, playing a key role in guiding artists through the creation of AR works based on 8TH WALL.

- **Directed and developed <WISH YOU WERE HERE>**, an immersive media art game exhibition

- Created a monitor – projection mapping interchange system within the game, enhancing the immersive experience of <WISH YOU WERE HERE>.

- Directed and developed an immersive media art game exhibition that offers a dual-player experience, empowering users to actively shape the unfolding narrative and reflect on their life choices.

- **Developed <Artijecta (Hotspot Exploration)>**, a mobile AR application funded by the Arts and Technology Project of the Arts Council Korea (ARKO) (Artist: YeNa Park)

Activities (2022)

- **Developed <Artronaut>**, K-Arts 30th-anniversary official AR application; served as a **Project Researcher, Developer, and Game Designer**; oversaw promotional video production and sound design
- **Designed the content and developed <Talsoom>**, an immersive VR piece presenting talchum, Korean traditional dance
- **Directed and developed <ARTwalk>**, a mobile AR application that merges 2D scenes from <Bitsy>, enabling users to discover hidden artwork
- **Sound Engineer** for the short film **<Sour>**
- **Recording Engineer** for the short film **<The Glitch>,** a film invited to the Seoul International Pride Film Festival non-competitive shorts section
- **Recording Engineer** for the short animation film **<Jigu, Nara>**
- **Directed and developed <Siya>**, an immersive VR piece that allows users to experience the imagery of Yoon Dong-ju's poetry in a virtual world

Activities (2021)

- **Created and developed interactive content, <6Sentences>,** a game that invites users to witness "Myeong Ran," a slightly less trained artificial intelligence that resembles us; players guide "Myeong Ran" through six sentences chosen by them, directing its physical movements to ultimately reach the door
- **Created <Time to go> as a solo developer,** a PC game that reflects farewells in personal life from the past

Activities (2020)

- **Assistant Director of <Doppelgänger>,** an immersive VR performance that explores the human body in the liminal space between life and death
- **Created the Bitsy game <In the train>,** an exploration of possibilities within the Bitsy engine

Additional Highlights

- **Invited as a performer (Farmer Astronauts)** to the international forum **"8th World Water Festival"** in 2018
- **Conducted the conference <Music Begins, Silence Deepens That>** in Chiang Rai, Thailand, and Rio de Janeiro, Brazil, in 2016-2017
- **Invited and performed the theater piece <How to Go Out from Here>** at the Knote Nudos International Theater Art Festival in Sao Paulo, Brazil, in 2017
- **Created and performed the solo theater piece <The One who Lost>** at Casa do Velbedere, São Paulo, Brazil, in 2016
- **Performed in <The Living Room>** as part of The Workcenter Jerzy Grotowski and Thomas Richards at various international performance art festivals, including Italy, France, Brazil, Venezuela, Poland, Romania, and more, from 2013 to 2015
- **Co-Creator of the theater piece <The Three Women Piece>** with Jessica Losilla, Tara Ostiguy (2015)
- **Created Theater Piece <The Mad Woman>**, a piece selected in Korea underground actor festival (2015, 2016)
- **Assistant instructor** to the Director of The Workcenter Jerzy Grotowski and Thomas Richards for several workshops in Romania, Italy, Brazil, and Venezuela from 2012 to 2014

Skills

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