

Education

2020.02.28 – 2023.08.18	Bachelor of Arts: School of Film, TV & Multimedia - Filmmaking Korea National University of Arts - Seoul, South Korea
2011.03.01 – 2012.02	Bachelor of Arts: School of Theater and Film - Theater (Withdrew) Dankook University - Yongin, South Korea

Grants/Awards

- › Merit-based Scholarship (Top Performance in Entrance Examination)
Dankook University, 2011
- › Academic Performance Scholarships
Dankook University, 2012
- › Merit-based Scholarship (Admission Test Score Scholarship)
Korea National University of Arts, 2020
- › Academic Performance Scholarships
Korea National University of Arts, 2020 - 2023 (5 semesters)
- › Support for Participation in Overseas Residency Program
Art Council Korea (ARKO), 2016
- › Art and Tech Grant
Art Council Korea (ARKO), 2020: Doppelganger (Assistant Director)
- › Selected and exhibited in "Rios, Reflexos de Nos"
SOS Mata Atlantica 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 (Founder, Content Designer)
- › YeKeonDae Project Grant
Korea National University of Arts, 2023: AroundT (Founder, Content Designer)

Work History

2023. 04 - Current	AroundT	Founder & 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.		

2022.04 - 2023.11

Freelancer works

Developer, Teacher

- Developed and published various projects including <Hotspot Exploration>, <Youcheon town AR app> and <Artronaut> as leading developer.
- Engineered the application to utilize the Seoul public Wi-Fi system, allowing content to play exclusively when connected to specific Wi-Fi (Android), while also implementing GPS functionality to trigger AR content exclusively upon reaching specific coordinates (latitude, longitude) in <Hotspot Exploration>.
- Collaborated with multidisciplinary teams, including artists, designers, and developers, to ensure a seamless integration of artistic vision and technical functionality within application.
- Integrated various tools and technology such as Arduino, Motion capture, Photogrammetry and WebAR

2016.05 - 2017.05

SAMAUMA

Performer, Director

- Secured a residency grant from the Arts Council Korea in 2016 and Developed "Come to the River" during a residency at SAMAUMA, an artist residency in Brazil.
- <Come to the River> was featured at the 8th World Water Forum while Exhibited the project in collaboration with SOS Mata Atlantica, a major Brazilian environmental NGO.
- Developed the performance piece <How to go out from here>, which was invited to the Knot Nudos International Theater Festival.

2013.01 - 2015.02

The workcenter of Jerzy Grotowski and Thomas Richards

Researcher & actor

- 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.

Teaching Experiences

2023.07 - 2023.11

Asian Art Council (ACC)

Assistant Instructor

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

2019.03 - 2023.03

AIE School

Lecturer

- Developed a curriculum for activities and courses that integrate artistic elements, and lectured at national educational training institutes and secondary schools.

2023.05

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Instructor & Planner

- Designed and led a Unity-based Game Jam and workshop aimed at multidisciplinary students interested in game development.
- Taught fundamental skills in using the Unity Engine, including basic functionality and scripting, enabling students to create their own basic game prototypes.

2016 - 2017 Theater workshops (Brazil, Thailand) Conductor

- Conducted workshop <Hwadu: Art questioning> that aim to enhance participants' abilities to conceptualize and create performance art that reflects individual perspectives and societal themes, aligning with contemporary practices in interactive media at Teatro Moitara, Rio De Janeiro, Brazil.
- Conducted workshop <Music Begins, Silence deepens that> in Chiang Rai, aimed at exploring the integration of music and silence within performance art, facilitating artists' experimentation with new forms of expression.

2013 - 2014 The workcenter of Jerzy Grotowski and Thomas Richards Assistant Instructor

- 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'.

Community Service

2020.03 - 2020.07 Good Nanum(나눔과 나눔), South Korea Volunteer Photographer

- Volunteered to photograph funerals of individuals who passed away alone, providing dignified memories for the community and raising awareness about social isolation.

2013.08 The Green Living Planet, Tanzania Environmental Volunteer

- Participated in a community-driven initiative to plant sustainable crops at local public schools, enhancing food security and providing students with practical agricultural education.

Skills

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