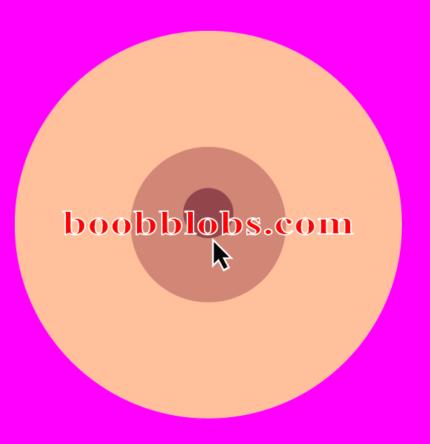
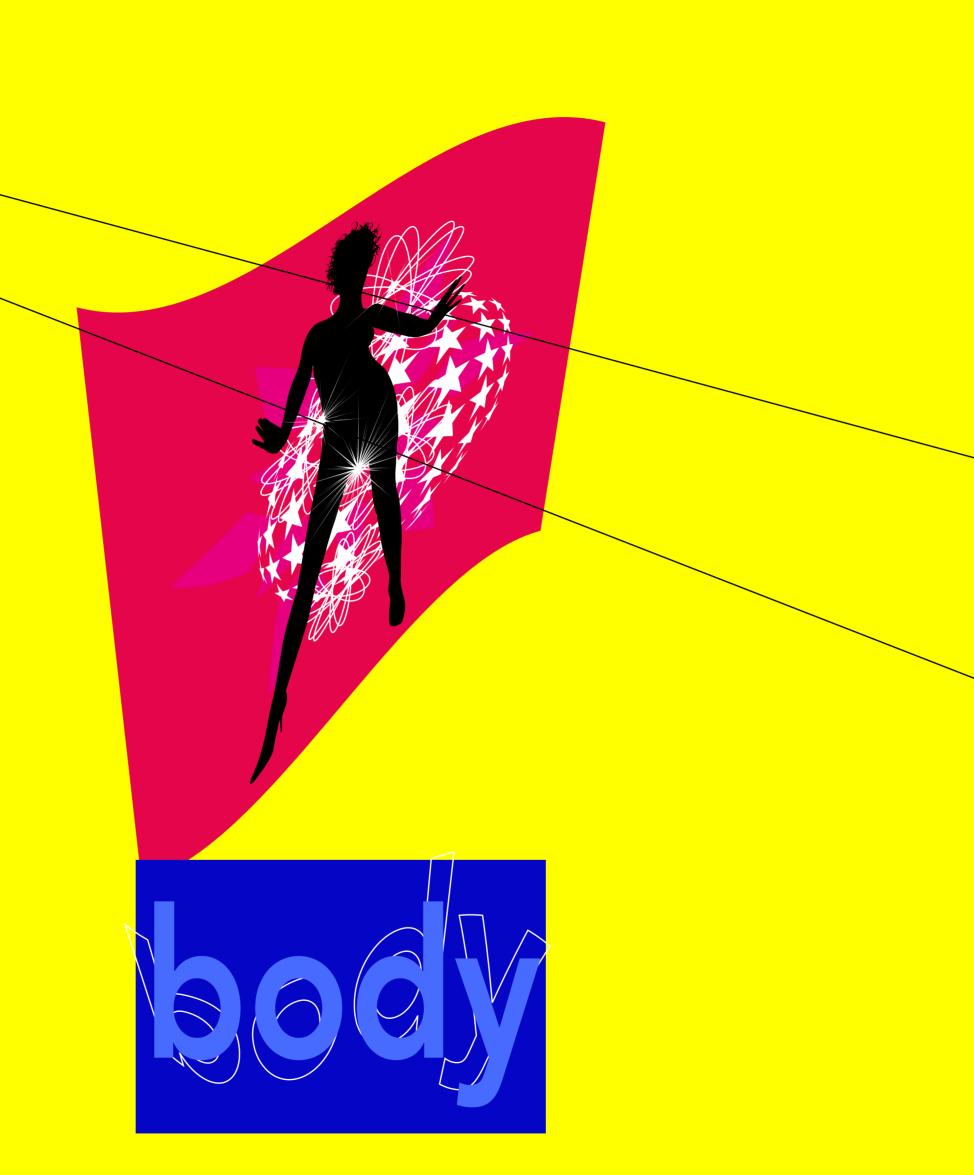


Website link: http://boobblobs.com

'Boobblobs.com' was my final project for Summer 2016 School For Poetic Computation. I made 21 different shapes of interactive boobs using javascript physics engine. I started this project from the negative feelings for an old illustration describing weird nicknames(watermelons, bee stings, balloons etc.) for female boobs. Viewers can enter the boobblobs.com website via the url and can touch the electro boobs using their curser.

When the final showcase of SFPC was happened, there were also AR(augmented reality) boobblobs, silicon boob mouse cover prototypes and boob stickers. Most of viewers enjoyed touching and feeling those electro boobs, except for some guys who looked uncomfortable to just stare the boobs.





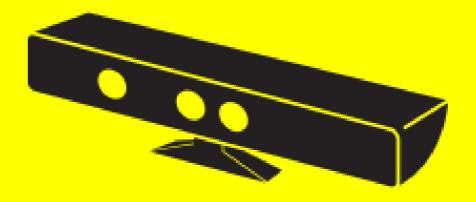
Ment les Bira is craving

Vimeo link 1: https://vimeo.com/218337040

Vimeo link 2: https://vimeo.com/210907662

In our everyday life, where digital communication is dominant, communication through movement is being reduced. When i designed 'Movement Poem' project, I hoped people could discover how they use their bodies to express the feelings and to communicate with others. Therefore, in this interactive project 'Movement Poem', participants use their own actions to write poetry about their movement.

The Movement Poem software reads the movement of the participants through the Microsoft Kinect sensor. And the software selects a word that matches the movement and makes a sentence of using those words.



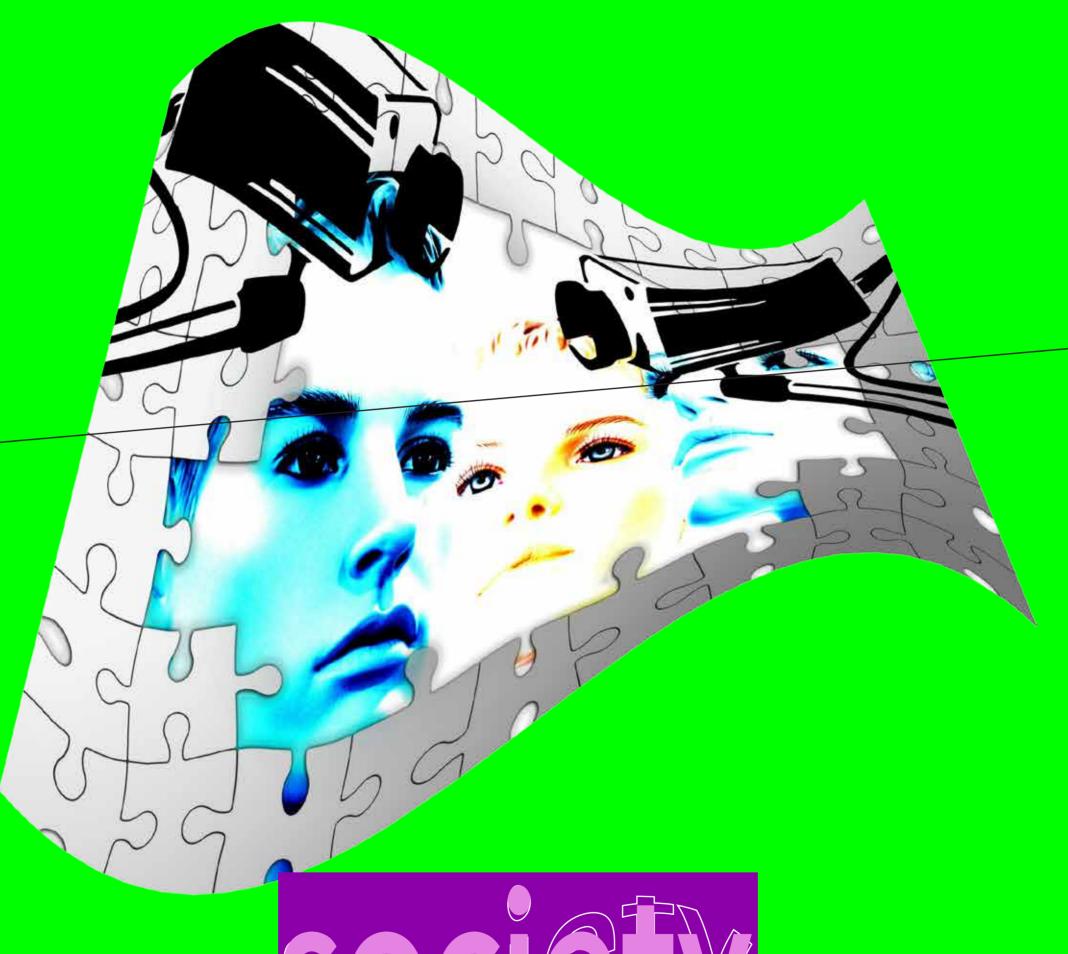




Class github link: https://github.com/nahbee10/workshop0

I started this creative coding workshop to share 6 things which i've thought very interesting for my 2 years of programming life. In workshop0, any participant could experiment with the possibility of expressing using computational media. I hope 'workshop0' could consist of a group of people that freely imagine through the computational media without being limited to technical implementations. Eight participants, two TAs and I made this workshop together.

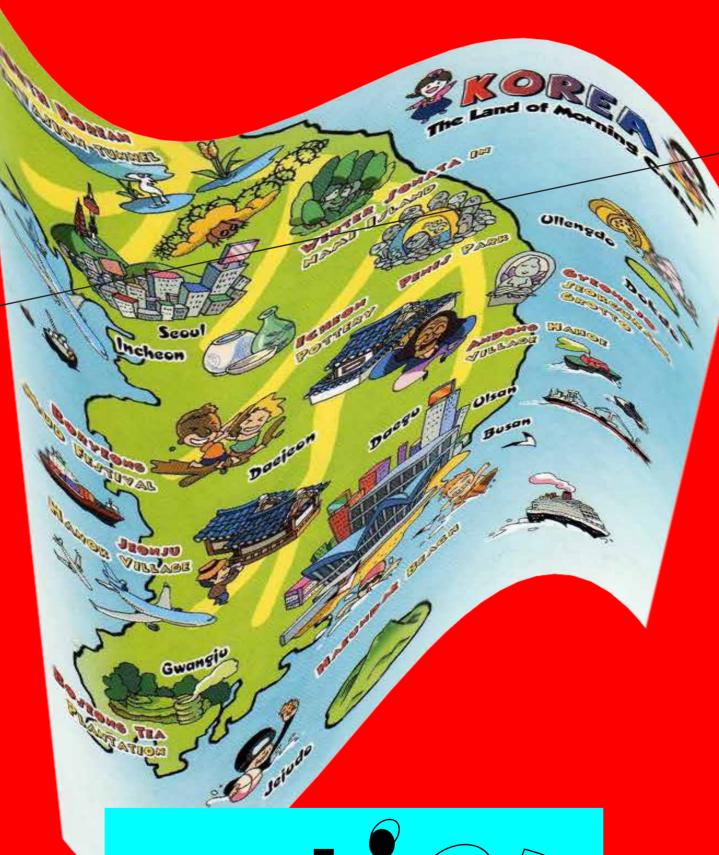
In the last week(8th week), all eight participants displayed the process and results of their project to public. At Workshop0, i had covered these six topics - 1 cognition - face tracking, 2 movement - blob, 3 system - Terminal, 4 prediction - Wekinator, 5 network - ssh, 6 sense - Arduino. I had mainly used 'p5.js' library since the target participants of this workshop are entry-level in programming and javascript applications are easy to show online.



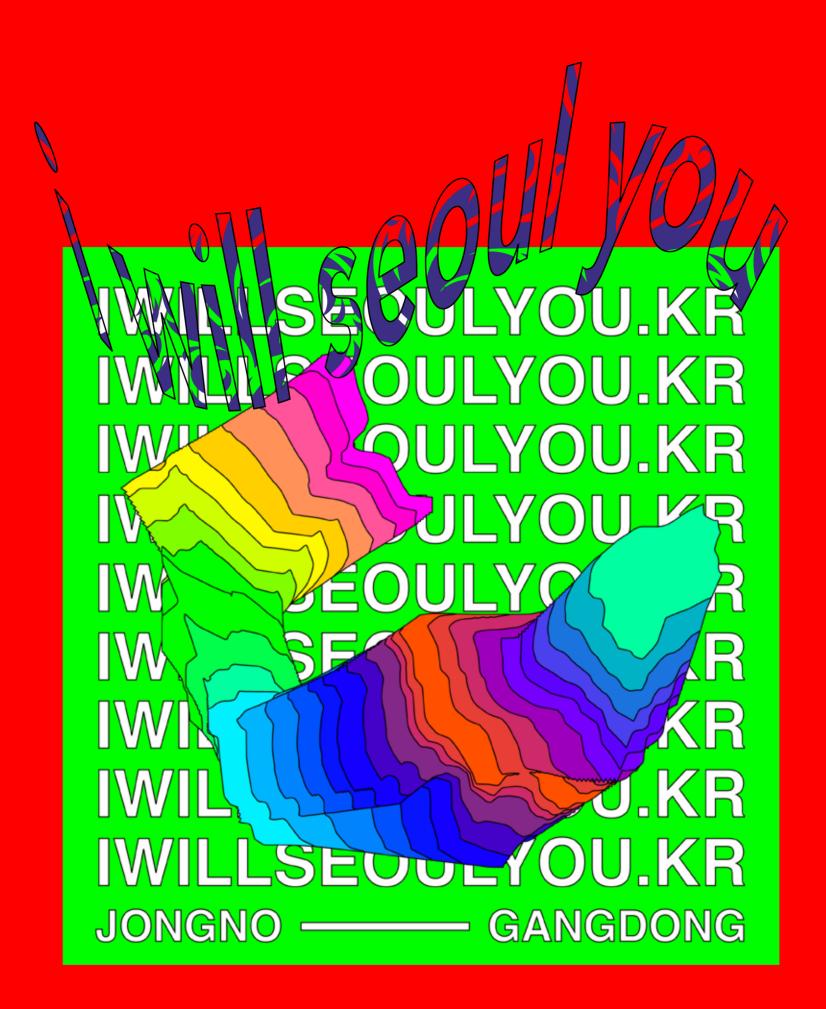


With this installation piece <Agreed>, as a group project, we wanted to remind people's indifferent attitude for privacy policy agreements. In front of <Agreed> candy machine, most of viewers just rotate the lever to get the capsule with candies. But after the viewers get to the other side of the exhibition room, they could discover pictures of their faces on the monitor which were taken secretly when they have rotated the lever of candy machine.

Actually, on the right side of the candy machine, there is a long terms of privacy with tiny size fonts including this sentence - "If you rotate the lever, you allow us to take a hidden picture of you." <Agreed> project has been exhibited on Feb 25 - Mar 19 2016 in Amway gallery, Gyeonggi, South Korea. I contributed to this project as a software engineer finding the hacking solution for ready-made candy machine using Arduino Yun, Linux shell programming, Node.js, Python language.



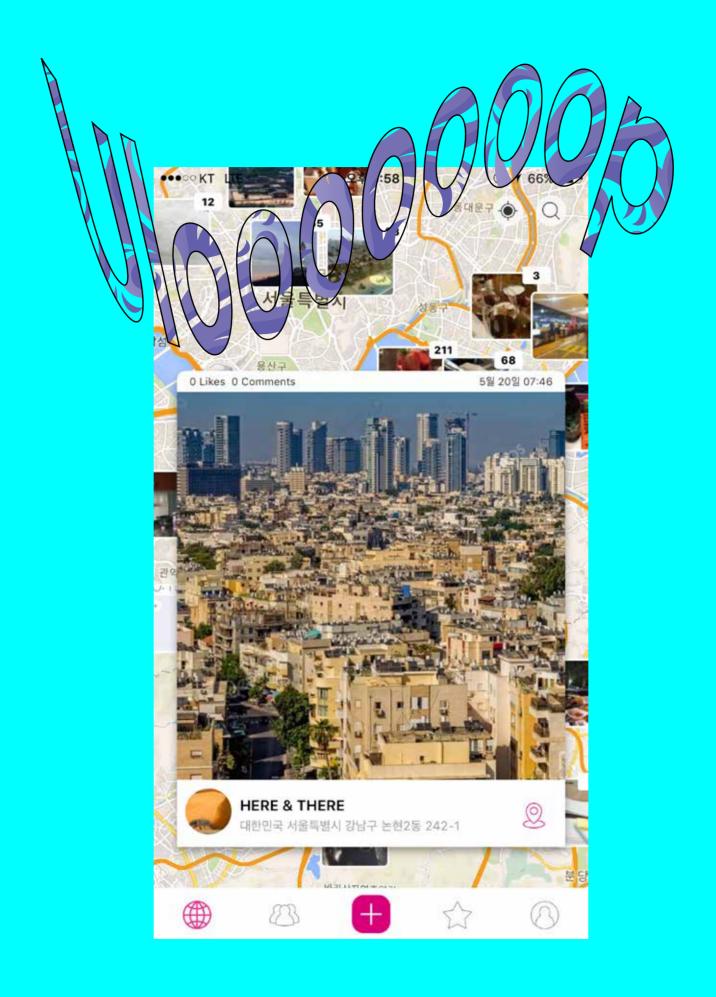
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Website link: http://iwillseoulyou.kr/Youtube link: https://youtu.be/2lw_bVzH2Mc

Modeling after the highly compressed images caught at the shore of Google, the project 'I.will.seoul.you' will critically embody a. Korean tourism industry combined with SNS platform/search engine, which seems to have symptoms of turning into extremely fluid consumerism, b. the gaze of Korean administrators towards it, and c. the sense/concept or placeness of Seoul Special City.

The main part of 'I.will.seoul.you' is 'iwillseoulyou.kr' which is a website outsourced by virtual administrator, 'the Department of Aborted Future, Seoul the Special City'. The form of this site is modeled after the 'timeline' of SNS, which is analogy to 'the wave raised by collective sense of Web'. It is filled with highly-compressed .jpg or .png files of the scenery of each district in Seoul, and short sarcastic comments.



Appstore link: https://itunes.apple.com/sc/app/uloop/id1181244862?mt=8

I have been working as a part-time iOS developer @ Uloop. Uloop is a mobile application which provide social media service to the users based on their location data and photos. Users can easily find what happened around the world by navigating the map on the main view which is filled with the posts from other users. I am in charge of iOS front-end development using Swift 3.0. The main difficulty of developing this application was memory management issue

due to the nature of social media - lots of data is transferred on both server and client side. And implementing novel user interface, which is unique to this application, like scrollable modal post cards on the top of full screen map view with hundreds of photo markers, was also very challenging issue. I have been going through these difficulties by implementing photo data allocating / deallocating order algorithm optimized for this application.

