Minseok Doo

As a versatile professional with expertise in fine art, design, game design, full stack development, sound engineering, and scholarly research within interactive fields, I am eager to leverage my comprehensive background in pursuit of a role in entertainment project management. My goal is to contribute to innovative projects by applying my diverse skill set and experience in multidisciplinary collaboration.

Education

Maryland Institute College of Art   Aug 2023 - Dec 2025
BFA in Interactive Art   GPA: 3.83

Ringling College of Art and Design   Aug 2021 - May 2023
Withdrawn: Game Art / VR Development

Membership

IEEE, Member (active) - 100090835
AERA, Student Affiliate (expired) – 1082395

Conference Publication and Presentations

[4] M. Doo. (2024). *Decentralization of Gaming Servers with P2P Service for MMO.* Proceeding of 2024 IEEE Gaming, Entertainment, and Media Conference. Article 1570994560.
[3] M. Doo. (2024). *Future of Entertainment: Interaction and Immersive Series of Play.* Proceeding of 9th World Conference on Media and Mass Communication. pp. 85.
[2] M. Doo. (2024). *V-Tuber Wave: Origins, Divergence, and Convergence in Contemporary Media.* Proceeding of 2024 Global Conference on Media, Communication, and Film. 1(1).
[1] M. Doo. (2023). *Tactic of Game Design: The Playability and Gameness.* Proceeding of Korea Game Society 2023 Spring Conference. pp 3 – 9.

Journal Publication

[1] M. Doo. (Revision and Resubmission Requested After Peer Review). *The V-Tuber Wave: Origins, Divergence, and Convergence in Contemporary Media*. Convergence. CON-24-0021.

Skills

Fine Art, Design & Visualization: Oil Painting, Acrylic Painting, Gouache Painting, Drawing, Stone Sculpting, Adobe Photoshop, Clip Studio, Procreate, Adobe XD, Figma, Maya, Blender, ZBrush, Substance Painter, Houdini, Adobe Premier Pro, OBS Studio, DaVinci Resolve, Touch Designer

Programming Languages & Technologies: C, C++, C#, Python, Java, JavaScript, HTML5, SCSS (CSS3), React, Node.js, Socket.io, P5.JS, MariaDB, MySQL, Windows, Mac OS, RedHat 9, Rocky Linux 9, CentOS 7, Ubuntu, Debian, Kali Linux, AWS EC2, DNS (Gabia), Apache, VSFTP, Windows ILS, SSL (Let's encrypt & Zero SSL), Nmap, Wireshark, Unreal Engine, Unity

Audio Production: Ableton Live 11, Logic Pro, Adobe Audition, Audacity, Traker Pro 3