

MINSEOK DOO

mdoo_pri.artstation.com | github.com/tkakrdpahd | mdoo12.itch.io

Objective

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 (MICA)
BFA in Interactive Art, minor in game art

Aug 2023 – Dec 2025

Ringling College of Art and Design (RCAD)
Withdraw Game Art / VR development

Aug 2021 – May 2023

Skills

Fine Art, Design & Visualization:

- **Fine Art:** Oil Painting, Acrylic Painting, Gouache Painting, Drawing, Stone Sculpting
- **2D & Image Editing:** Adobe Photoshop (CS3 - CC), Procreate, Adobe InDesign, Adobe Dreamweaver, Adobe XD, Figma, Clip Studio
- **3D Modeling & Animation:** Maya, Blender, ZBrush (2021 - 2023), Substance Painter, Houdini
- **Video Editing & Streaming:** Adobe Premier Pro, OBS Studio, DaVinci Resolve

Programming Languages & Technologies:

- **Languages:** C, C++, C#, Python, Java, JavaScript
- **Web Development & Frameworks:** HTML5, SCSS(CSS3), Node.js, Socket.io, P5.JS
- **Databases:** MariaDB, MySQL
- **Operating Systems:** Windows, Mac OS, RedHat 9, Rocky Linux 9, Cent OS 7, Ubuntu, Debian, Kali Linux
- **Network Tools & Management:** Nmap, Wireshark, TCP/IP engineering, FTP, ILS
- **Game Engines:** Unreal Engine 4, Unity (22.3.17f1)

Audio Production:

- **Software:** Ableton Live 11, Logic Pro, Adobe Audition, Audacity, Traker Pro 3, Touch Designer

Project

Theory of 3D/2D Vector and Mash Design: from Birth to Modern Times. (SCI)

Initially submitted as a Solo Author project to the 29th IEEE Symposium on Computers and Communications under submission #229 (1571007986). This study delves into the evolution and application of 3D modeling in digital media, focusing on prevalent techniques, challenges, and enhancements across key platforms. It aims to thoroughly analyze the modeling workflow and suggest integrating diverse methods for a broader technical perspective.

Future of Entertainment (AHCI/SSCI)

Initially submitted as a Solo Author project to the 9th World Conference on Media and Mass Communication 2024. Current media trends highlight the necessity to re-evaluate the role of digital interactions, now essential for entertainment, with an emphasis on performative and interactive engagement.

The P2P Live-Streaming Module Design (SCI)

Initially submitted as a Solo Author project to the IEEE TEMSCON 2024 under the Disruptive Technologies Trends section as Article 10, but I invite four authors involved, where I served as the first author, corresponding author, and lead developer, proposing and directing the entire system. The paper presents a Peer-to-Peer (P2P) live-streaming module designed to address latency and network protection issues, featuring innovative concepts like 'Regional Pool' and 'Witness Node,' aiming for a significant advancement in live-streaming technology while maintaining Net Neutrality.

Critical review on decentralization of gaming servers with P2P service. (SCI)

Initially submitted as a Solo Author project to the IEEE Gaming, Entertainment, and Media Conference (GEM), and **conditionally accepted to publish on IEEE GEM conference.** This paper explores the use of blockchain in decentralizing game servers for MMO games to ensure data credibility and enhance player loyalty, underscoring the importance of practical testing for stability and security prior to broad application. It highlights past incidents, such as the 2016 New Year's Gacha event controversy, to emphasize the need for transparency in MMO games, suggesting blockchain and NFTs as solutions for verifiable transactions and ownership.

Get Into GRBWB MICA: GMD

A 2D Unity game where players navigate colored areas within time limits. It includes 'start', 'level', and 'end' scenes, space bar navigation, and uses Rigidbody2D and Polygon Collider 2D for movement.

The V-Tuber Wave (AHCI/SSCI)

Initially submitted as a Solo Author project, this research was first **presented at the Global Conference on Media, Communication, and Film** and subsequently submitted (revision requested) in Convergence: The International Journal of Research into New Media Technologies. The study explores the evolution and future of V-Tubing across major countries, emphasizing leading platforms like Japan's Hololive, South Korea's ISEGYE IDOL, and the USA's Shylily.

Tactic of game design (KCI/SSCI)

Presented for the first time at the Korea Game Society 2023 Spring Conference and submitted in its final version to the Semiotica Journal of the International Association for Semiotic Studies. The study delves into game concepts through the lenses of history and philosophy, integrating Heidegger's philosophy of art with Juul's game model to grasp the interactive essence of games.

Spooky Game: shoot the pumpkin. RCAD: VRD

Solly created an Oculus 2 FPS game in UE4 where players shoot pumpkin head balloons spawning every 3 seconds with a pistol. Balloon speed varies by level and missing them costs a chance. The game uses three Blueprint Actors: gun, balloons, and map.

Conference and Publication

Art / Social Science

M. Doo. (2024; Pending). Future of Entertainment: Interaction and Immersive the Series of Play. Presented at The 9th World Conference on Media and Mass Communication.

M. Doo (**Revision requested**). The V-Tuber Wave: Origins, Divergence, and Convergence in Contemporary Media. Convergence. ?(?) pp ?? - ??. CON-24-0021

M. Doo. (2024). V-Tuber wave: Origins, divergence, and convergence in contemporary media. In Proceedings of the Global Conference on Media, Communication, and Film (MCFCONF), 1(1), Article 1.
M. Doo (With Editor). (2023). Unearthing the Essence of Video Games: An Analysis of Literary and Artistic Discourses. Semiotica, ?(?), pp. ??-??. SEMI.2023.0187
M. Doo. (2023). Tactic of game design: The playability and gameness. In Proceedings of the Korea Game Society 2023 Spring Conference, pp. 3-10.

Science / Emerging Science

M. Doo. (N/A). Theory of 3D/2D Vector and Mash Design: from Birth to Modern Times. 29th IEEE Symposium on Computers and Communications. #229 (1571007986).
M. Doo. (2024; **Under review**). Critical review on decentralization of gaming servers with P2P service. In Proceedings of the 2024 IEEE Gaming, Entertainment, and Media Conference (GEM), 33, Article 1570994560.
M. Doo. H. Choi. and C. Na (2024; Pending). The P2P Live-Streaming Module Study: Based on the DNS seeding, and Graph-Based Node Finding technology. In the 2024 IEEE Technology and Engineering Management Society Conference on Disruptive Technologies Trends. Article 10.

Language

Fluent in Korean – Native Speaker
Fluent in English – Second language