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#### SUMMARY

My interest lies in mechanical space. I am currently working on algorithms of the connections of space and applying it to various forms of outputs. Furthermore interacting with the people and make new cultural environment.

#### EXPERIENCE

<b>Immersive - Theater Directing</b>	2021, <Depth of the Shadow>, Immersive Theatre Project for the ARS Electronica Festival Program.
<b>Exhibition (Cooperation)</b>	2021, <Azit : Search Here>, Directed an archiving exhibition, which people can only see it through a QR code hung in the physical gallery.
<b>Theater Management</b>	2021, <Doppelgänger>, K'ARTS Industry Academy Cooperation Foundation(Participated as installing sensors and modelling 3d stage before installation)
<b>Exhibition</b>	2020, Showcase2020: Scale, Scanning (Art Collider Showcase) <Inside the Rubik's Cube>, Jee Youn Kim
<b>Storybook Published</b>	2018, <Black Birds>, story about a girl who is searching for herself and confidence in herself.
<b>Installation</b>	2017, <Room>, Maze Installation with boxes in the gallery.
<b>Exhibition</b>	2016, OK GO (Art Collider Lab, Exhibition 'Performance Program) <Becoming and Being>, Atypic Movement
<b>Exhibition</b>	2016, MICA-KARTS Summer Studio
<b>Archiving Published</b>	2016, <Cube of Labyrinth>,

#### ACTIVITY

<b>CoALa (Study Group)</b>	<Coding Alorythm Lab>, gathering of people to study Rhino, grasshopper more deeply based on the book AAD, Algorithms-aided Design, by Arturo Tedeschi	2020~2021
<b>CD NEXT 3.0</b>	Seminar about the upcoming technology and Computational Design in various areas	2021
<b>gogoarchitect ure TA</b>	Making Tasks and answers for the students to review the chapters. Answering questions during the chapters.	2020
<b>CD NEXT 2.0</b>	Seminar about the upcoming technology and Computational Desing in various areas	2020
<b>Digital Futures Workshop</b>	Workshop about data visualization in architecture field using python	2020
<b>gogoarchitect ure</b>	Online classes about 'Computational Design' using grasshopper.	2019
<b>Art Game Project</b>	Lectures and Workshop from Art Collider Lab.	2018
<b>Colider Workshop</b>	Workshop from Art Collider Lab,	2016

#### EDUCATION

2015 ~	Korea National University of Arts, Architecture Department
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(~02/2022)

*Thsis <A Study of Modularizing Han-Ok by Analyzing Transfer Space with Open Building System(OBS)>, 2020*

#### CERTIFICATIONS

<b>Unity Associate</b>	Certification of Unity Associate Level, Game Developer	2021
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#### TECHNICAL SKILLS

#### LANGUAGE SKILLS

<b>Coding</b>	C/C++(Arduino), C#(Unity), JavaScript(Processing)	<b>Korean</b>	Fluent
		<b>English</b>	Fluent (IELTS overall 7)
<b>Software</b>	Arduino, Unity, Rhino, Grasshopper, CAD, Sketchup, Adobe Creative (PS, AI, ID)	<b>Chinese</b>	Intermediate (TOCFL 3)
		<b>Japanese</b>	Beginner

**References** Available on request