
SUMMARY

My interest lies in topological space. Experimenting with the algorithms of the connections of space and applying it to various forms of outputs is my passion. In particular, I make my works to interact with people of the digital era and hope to breathe new life into the development of technology.

EXPERIENCE

Theater Management	<Doppelgänger>, K'ARTS Industry Academy Cooperation Foundation, VR interaction performance (Participated as installing sensors and modelling 3d stage before installation)	2021
Exhibition	Showcase2020: Scale, Scanning (Art Collider Showcase) <Inside the Rubik's Cube>, Jee Youn Kim	2020
Story book published	<Black Birds>, storybook	2018
Installation	<Room>, Installation with boxes in gallery in a maze form.	2017
Exhibition	OK GO (Art Collider Lab, Exhibition` Performance Program) <Becoming and Being>, Atypic movement	2016
Exhibition	MICA-K'ARTS Summer Studio	2016
Archiving published	<Cube of Labyrinth>	2016

ACTIVITY

CoALa	<Coding Algorithm Lab>, gathering of people to study grasshopper more deeply based on the book AAD, Algorithms-aided Design, by Arturo Tedeschi	2020 ~2021
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EDUCATION

2015 ~	Korea National University of Arts , Architecture Department (~ 02 / 2022) Thesis: < A Study of Modularizing Han-Ok by Analyzing Transfer Space with Open Building System(OBS) > 2020
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CERTIFICATIONS

Unity Associate	Certification of Unity Associate Level, Game Developer	2021
CD NEXT 3.0	Seminar about the upcoming technology and Computational Design in various areas	2021
CD NEXT 2.0	Seminar about the upcoming technology and Computational Design in various areas	2020
Digital Futures Workshop	Workshop about data visualization in architecture field using python	2020

TECHNICAL SKILLS

CODING	C, C++, C# Python, JavaScript
SOFTWARE	Arduino, Unity, Rhino, Grasshopper CAD, Sketchup, Adobe Creative(PS, AI, ID)

LANGUAGE SKILLS

Korean	Fluent
English	Fluent
Chinese	Intermediate
Japanese	Beginner

REFEREES Available on request