

Professional Experiences

*** Currently works as an interactive artist and children's book writer and illustrator; USA, Korea, Swiss – 2007-Current**

*** Interactive UI Designer, Creating New Business In Samsung Electronics; Korea – 2006-2007**

CNB is an elite group in the Samsung Design Research Lab that works to find future business models. My role included researching and creating new GUI and PUI designs and producing future scenario movies and writings.

- Future Life Style in 2015 Project
 - ✦ Created UI interactions of future company products.
 - ✦ Developed 5 international patents for various UI innovations while on the Samsung team.
 - ✦ Wrote 4 different versions of future life style scenarios and co-produced a film about it.
- Wi-Bro Mobile Project
 - ✦ Made a working prototype UI for the Wi-Bro mobile online gaming device for the next XBOX.
- Music Player Project 'Music Cocktail'
 - ✦ Designed a portable mixing MP3 player that blends and mashes-up songs, just like a cocktail shaker.
 - ✦ Independently developed a new and innovative method for usability and sustainable design practice.
 - ✦ Developed a new form of gesture based PUI for a mobile operating device.
- Humanoid Robot Project 'I-HURO' (collaborated with KIST, Ministry of Information and Communication)
 - ✦ Involved with 'Mahru & Ahra' and 'I- Huro' robot outfit designs and PUI Interactions.

*** UI Designer, Intern of UI Strategy Team In Samsung Electronics; Korea – 2005**

- Developed Mobile Advertising Service called, 'Happy AD' for ubiquitous society and researched 3D UI.

*** Freelance Web, Graphic Designer; Korea – 2003-2004**

- Worked as a book-editing designer in BIRYONSO publishing company.
- Web design and editing design for the Ewha Language Center.

*** Co-founder, Sugar Fancy Venture Company; Korea – 2002-2004**

- Co-founder of card, jewelry and design accessory company.
- Planned and Managed all business and generated revenue to that of 7 times ROI.

*** Assistant Director, Archive Film Production; Korea – 2002**

- Produced music videos; Buhwal's "Never Ending Story" and JTL's "Christmas Song"
- Involved research and scenario writing of movies; "Time of dog and wolf" and "Red Skin."

*** VJ & Model, MTV Korea; Korea – 2001-2002**

- Finalist of the Open Audition for MTV's 2001 VJ (Video Jockey) Contest (1600:1)
- Modeled for Levi's jeans commercials and advertisements.

*** Graphic & Multimedia Designer, Samsung Design Membership; Korea — 1999-2002**

- Designed Digital E-Book of Samsung 2003 Digital World Project.
- Developed and Designed Emotion Sharing Watch of 2005 Digital Convergence & Harmony.

Educational Background

*** Interactive Telecommunication Program, New-York University; USA — M.P.S., 2004-2006**

My studies focused on Mobile Services and Gaming, Wearable Technologies and Interactive product and UI.

- Mobile Thesis Project 'MoBeeline': Bluetooth + telephony + Wearable Technology
 - ✦ It transfers a user's emotion and sensation by controlling a garment's colors and patterns through SMS.
 - ✦ Invented new SMS system that offer SMS / Bluetooth communication to garments or fabric accessories.
 - ✦ Opened up a new market of transferring mobile digital data to a non-digital fashion area.
- Wearable Project 'Hoodrum' & ' Fire Fly': Wearable accessory for music devices
 - ✦ Customized sound visualizing clothing and fashion accessories interact with user's sound device(mp3 player).
- Interactive Product 'Touch Box': Interactive tissue box activates by human's touch
 - ✦ Invented a LED tissue box that turns on as tissues are removed.
- Interactive Toy ' Tell Me Doll'
 - ✦ Invented an interactive toy of detecting kid's feelings that translates to mom's mobile devices.
- Interactive Canvas 'Two Aura': Interactive motion tracking canvas installation
 - ✦ Interactive canvas that creates religious auras to a performer's head and saves it to a website to download.
- Game Design
 - ✦ Created and designed Tower (Monopoly game), Neo RPS (Board game), Minihattan Mile Game (Big game)
- Motorola's seamless mobility Project: Motion activator for mobile devices
 - ✦ Developed a mobile accessory to control cell phone's functions by detecting user's head gestures.

*** Visual Information & Multimedia Design, Ewha Woman's University; Korea — B.F.A., 1998-2003**

- Member of Ehwa Women's University Student Activity Committee
- Captain of Skin Scuba Diving Team

*** Graphic Design, Seoul Arts High School; Korea — 1995-1997**

- Majored Graphic Design
- Recipient of "The Best Student Award" of the design program for the highest GPA
- President of Seoul Art High School Broadcast Network.

Language and Technical Proficiency

- Language Skills: Fluent in English and Korean.
- Operation Systems: Comfortable with Mac and PC Operating Systems.
- Graphic Tools: Adobe Illustrator & Photoshop CS3, Dream weaver, Painter, In Design, Quark, Paint Shop Pro, Flash
- Authoring Tools: Final Cut Pro, Premier, After Effects, Sound Editor, 3DS Max
- Computer Languages: Director & Lingo, Processing, Action Script, PHP, My Sql, HTML

Exhibition & Awards

- Dreaming Child; In the street of Lausanne, Solo exhibition: Gallery Atti; Seoul — 2011
- Snap to Grid, Digital art group show: LA Center for Digital Art; LA — 2009
- Snap to Grid, Digital art group show: LA Center for Digital Art; LA — 2008
- Deliverance of my soul, Video art group show: SCA Gallery; LA — 2008
- Space + Sound + People: SCA Gallery; LA — 2008
- ITP Spring show: NYU Tisch Building; NY — 2006
- ITP Winter show: NYU Tisch Building; NY — 2005
- Sound Visualizing Project: Hong-Ik, Club day; Korea — 2004
- Ewha Design Graduation Show: Ewha University FA building; Korea — 2002
- Treasure Hunt: Solo Exhibition, Gallery Jung; Korea — 2001
- Market: Art House Four Channel Image Installation, POSCO Art House; Korea — 2001
- Emotional Clock: Year 2001 International Good Design Festival ICSID, COEX Exhibition Hall; Korea — 2001
- Winner of the “IWO of the Year 2002” and Best awarded of “Work Camp Experience Journal” — 2002
- Winner of the “Samsung Design Membership Exhibition Excellence Award” — 2000
- Final winner of Ewha Women’s University Homepage Competition — 1999
- Elected as a member of Samsung think tank design student scholarship — 1999

Volunteer Activities

- Member of Global Futures Network (GFN); U.S.A. — 2008 – Current
- ‘Children’s education for the whole man’ project: Helped So-young Park (A director of Whitehead Korea Association) as a researcher; Korea — 2008
- Samsung summer camp: Volunteered for old man at an asylum for the aged; Korea — 2006
- NY Letter: Published online HCI megazine for professors and designers; USA — 2004–2006
- Supa Soul Party (Nonprofit cultural festival): Volunteered as a visual media designer; Korea — 2004
- IWO (International Work Camp Organization): Selected as the volunteer delegate from Korea to an IWO Greece Work Camp. Conducted environmental clean-up for a small town; Kalamata, Greece — 2002
- USC, Asia Pacific Organization: Organizer of fund-raising conference for the Asia Pacific Organization ; Korea — 2002
- GOAL (Global Overseas Adoptees’ Link): Planned and executed fund-raising programs that helps adopted Koreans living abroad with their adaptation to the Korean society; Korea — 2002