

Developer & Designer

SEHYUN
'AV' KIM

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EXPERIENCE

FAKE LOVE

2016.Nov - present

Freelance

2016.May - 2016.Oct

VISUALOZIK

2009.Aug - 2014.May

PROJECTS

AR Experiment

2017.May

Fragments And Entity

2016.Oct

Untitled

2015.Oct

Shader Sketches

2017 - present

SKILLS

Programming
Frameworks
Design Tools
Languages
Interests

Creative Developer / Computer Graphics Developer

- Developed **AR installation in Unity3D** for **Kia Cadenza AR Live** Event
- Design and developed various in-house office demos including an **AR Experiment** developed in **Unity3D** featured on company's official website
- Developed visual filter/rendering&compositing framework in **Cinder** for **Samsung Liquid Canvas & Samsung Portrait Pool**
- Developed **spatial AR experience** in **Unity3D** with **Tango**

Creative Developer

- Developed **Style Transfer Mobile Web** in **Javascript/Nodejs** for **EdgeDNA**
- Developed **interactive gallery for touch screen** in **Javascript/Nodejs** for **EdgeDNA**
- Developed front-end functionalities and realtime loading&rendering module for **IBM Outthink Hidden** (**iOS&Android Mobile App/Unity3D**) for **Fake Love**

3D Motion Graphics / Production&Post Production / Creative&Art Direction

Visualozik is a group of visual artists and designers in Korea. I co-found this group in 2009. For more than 5 years, I had worked in multiple positions from designer to creative director with various clients including NIKE, British American Tobacco, Samsung, LG, Hyundai Motors, GM Daewoo, YG Entertainment, and more.

- **AR** project which demonstrates that users can interact with a particle system (AR object) by moving multi physical markers in real time.
- Developed in **Unity3D** with **Vuforia** SDK.

- Experimental **VR** experience which takes users on visual and auditory journey
- Designed and developed in **Unity3D** with **Oculus Rift&LeapMotion**

- 3D Motion Graphics created for the IAC Building's 120' HD video wall
- Designed in **Cinema4D**, composed in **AfterEffects**

- Self-motivated experimental sketches in computer graphics mainly with **GLSL** in various frameworks such as **Cinder/OpenFrameworks/Unity3D/Threejs**

C++, **OpenGL/WebGL**, **GLSL**, **Javascript**, **HTML/CSS**
Unity3D, **Cinder**, **OpenFrameworks**, **Processing**, **Three.js**
Cinema4D, **Boujou**, **AfterEffects**, **Photoshop**, **Illustrator**, **Sketch**
English, **Korean**
AR/MR/VR, **Pixel**, **Glitch**, **Shader Sketches**, **Problem Solving**

EDUCATION

New York University, NY
2014 - 2016

MPS, Interactive Telecommunications Program(ITP) in Tisch School of Art

Mainly focused on creative coding, interaction design, realtime 3d computer graphics rendering

BFA, Digital Media Design

Mainly focused on motion graphics, 3d computer graphics design, production&post production in music video&commercial

Hong Ik University, Korea
2004 - 2013