

Artist Statement_2022

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I am a Digital Artist passionate about designing and creating Mixed-Reality Experiences using experimental animation and Mixed Reality. Also, I am interested in working on Installation arts combinations of Interactive Digital Art and Mixed Reality.

I have been working on experimental animation installations for the past eight years, a structure that combines digital art, ceramics, and sculptural objects. I have been researching and creating artistic and inspiring digital installation works combining mixed Reality, projection mapping, and 3D environment modeling.

I want to keep on expanding my knowledge and skill sets to work on designing artistic experiences in mixed Reality. I am also interested in working with e-textile, soft sculptures, holograms, 3D printing, and Kinetic arts.

I graduated from Carnegie Mellon University, with a Master of Entertainment Technology, in May 2020. I earned an MFA in Digital Art and an MFA in Printmaking from Indiana University Bloomington. Besides, I received a BFA from Hongik University, majoring in printmaking in Seoul.

My educational training has provided me with broad artistic knowledge, including Mixed Reality World Design, Game Design, 3d Modeling, Digital Art, Time based Media, Digital installations, Book art, Ceramics, and Printmaking. I have practiced art for 25 years in mixed media, such as Painting, Printmaking, Artist Bookmaking, Digital Art, and Mixed reality experience design.

I am a lifelong learner, and I'm trying to continue intensive research on new media. My further research aims to explore new media and combine them with cutting-edge technologies related to experimental media to achieve projects that allow viewers and users to have an inspiring and aesthetic experience.

I worked as an art director and visual designer for BloomingSongs. "BloomingSongs" is a non-profit organization that provides musical education for the youth. They focus on introducing music from different worlds to the public, especially children, who are always welcome to learn new things. [Link: BloomingSongs.](#)

I participated in the Amity Trio Commission Project as a visual artist with members of the BloomingSongs organization. In addition, I worked on creating graphic images and animations for a music project in which Amity Trio collaborates with children. [Link: Illuminating Apologues.](#)

I seek to engage in collaborative work in which my artistic skills and experience inspire the community.

I have worked as a technical artist and website developer at Calman_ Incorporated since June 2021. I build virtual galleries that contain interactions, animations, and sound design. [Link: Virtual Galleries](#)

I capture the moments when My five senses (sight, smell, taste, touch, and hearing) trigger me of childhood memories I have forgotten. I express the moment when forgotten memories of my past revive and merge into other memories. The reformatted memories fuse my recent memories in the present time through my works.

I create imaginary spaces where I rebuild new feelings that I have not felt until now with my recalled memories of nostalgia for my past. I like to describe the emotions that combine old and discovered memories in my life in a new space through various media.

My work can be a ticket to ride a new journey to spaces I have never been to but have long been for.