

JYYOU PARK

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PROFESSIONAL PROFILE

- Interaction designer and media artist currently pursuing a Master's at New York University's Interactive Telecommunications Program (ITP)
- Three years of experience in UX/UI design combined with a strong passion for interactive installations and kinetic art.
- Dedicated to expanding technical and aesthetic boundaries through sensor-activated interactivity and minimalist yet impactful visual design.
- Proficient in physical computing, including electronics, wiring, soldering, and fabrication processes such as woodworking and handcrafting.
- Committed to creating art that is not only interactive but also emotionally impactful by forging human connections through immersive experiences.

EDUCATION

- **Master of Professional Studies (M.P.S.), Interactive Telecommunications Program (ITP)**
New York University, Tisch School of the Arts, NYC, Expected May 2026
- **Bachelor of Fine Arts (B.F.A.), Design & Arts (Digital Media Design)**
Hongik University, South Korea, 2019

ACADEMIC HONORS AND AWARDS

- TSOA (Tisch School of the Arts) Graduate Scholarship, New York University, 2024 - 2025
- Red Burns Scholarship, New York University, 2025
- NYU International Student Arts Incubator "One Strand of the Sea"
Selected for exhibition by NYU Wasserman Center, 2025
- HCI Creative Award "Sea the Light"
Selected for exhibition by The HCI Society of Korea, 2020
- IEEE Grant "Please Keep The Line"
Art and Technology Exhibition by ICEE in Hongik University, 2018

ACADEMIC / TEACHING EXPERIENCE

Graduate Assistant, New York University, NYC, September 2024 – Present

- Assisted class exercises and activities for the IMA - Creative Computing course (Physical computing, P5.js).
- Graded all weekly projects and reading responses; provided regular feedback during office time.

Design Lab Mentor, New York University, NYC, September 2024 – Present

- Conducted portfolio reviews, providing feedback on design concepts and presentation.
- Supported students in design ideation, technical skills, and creative development.

COURSES TAUGHT

Undergraduate

- Digital Media Design Project
- Interaction Design
- Media Art
- Physical Computing
- Visual Programming
- Digital Makers Lab
- Introduction to Aesthetics
- Modern Aesthetics
- Media Art Theory
- Interactive Storytelling Design
- Information Design
- Design Process
- Visual Communication Design

Graduate

- Intro to Physical Computing
- Intro to Computing Media
- Exploring Concepts From Soft Robotics
- Big LEDs
- Intangible Interaction
- Fabricating Mechanical Automaton
- Playful Communication of Serious Research

HIGHLIGHTS OF PROFESSIONAL EXPERIENCE

Product & UX/UI Designer, Deeping Source, South Korea, 2019 – 2022

- Led UX planning, designing, branding, and launching for NACHOS (AI data platform).
- Worked on AI products across various domains:
 - Detection: Car Detection, Face Landmark Detection
 - Recognition: Action Recognition, Person Attribute, Gender/Young Classification
 - Segmentation: Semantic Segmentation
 - Estimation: Depth Estimation, Pose Estimation
 - Privacy & Security: De-identification

UX Design Intern, Samsung Electronics, South Korea, 2018

- Designed Gen Z-targeted services and guided UX design for Samsung mobile camera service.
- Conducted user analysis to enhance satisfaction and usability.

SELECTED PROJECTS & EXHIBITIONS

Interactive Media Installation: “Our Mountains”

Dec 2024

SUBMERGE Project, Artechouse NYC, New York

- “Our Mountains” visualizes human relationships as geological forces. Each visitor’s presence generates a unique mountain, which lingers and gradually fades, forming collective mountain ranges that reshape the landscape.

Interactive Robot Arm Project: “I Got Your Back”

Dec 2024

ITP Winter Show, Brooklyn, New York

- “I Got Your Back” explores the challenges of interpreting tactile messages in an age of instant communication, emphasizing trust and focus for true connection.
- Participants receive messages through a robotic arm, one letter at a time, requiring them to rely on touch and intuition. The experience highlights how attentive interaction fosters deeper understanding in human connections.

Interactive Media Art: “One Strand of the Sea”

Dec 2024

NYU International Student Arts Incubator Showcase, Racket NYC, New York

- “One Strand of the Sea” is an interactive installation artwork that explores human connection through technology. When two participants place their hands on the installation simultaneously, it creates a visual representation of their connection through rippling lights, mirroring the motion of waves and illuminating their faces.

Interactive Media Art Exhibition: “Sea U”

Sep 2023

Gallery KNOT, Seoul, Korea

- “Sea U” is an interactive installation that visualizes human connection through light. Using ocean debris, UV LEDs, and luminous powder, the sculpture glows as participants place their hands on conductive spheres. The glow intensifies with each new connection, reaching its brightest when all participants are linked. Even after separation, the lingering light symbolizes the lasting impact of human relationships.
- Participants activate the sculpture by touching spheres, with the brightness reflecting the number of connected individuals, representing the strength and persistence of shared bonds.

HCI Creative Award Exhibition: “Sea the Light”

Jan 2020

Gangwon, Korea / Selected for exhibition by The HCI Society of Korea

- “Sea the Light” is an interactive fiber-optic installation that visualizes the moment of connection between individuals. The artwork transforms human interaction into waves of light, symbolizing the beauty and significance of encounters.
- When two participants hold hands, sensors activate a luminous display that intensifies as the connection persists. This interaction visualizes the intangible moment of meeting, turning the abstract concept of human connection into a tangible, shared light experience.

Art And Technology: “Please Keep The Line”

Nov 2018

Gallery HoMA2, Seoul, Korea / ICEE in Hongik University, IEEE Grant

- “Please Keep The Line” is an interactive installation that explores the relationship between physical distance and human connection. Using ultrasonic sensors, the facial expressions projected onto a plaster sculpture change based on the viewer's proximity. As the distance shifts, the projection reacts in real-time, encouraging viewers to reflect on how physical space influences emotional connection and interpersonal relationships.