



# CHANWOOK MIN

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## PROFILE

Chanwook Min is an interaction designer and creative technologist. He specializes in designing interactive experiences and environments. Also, He is proficient in creative coding, physical computing, and fabrication. Chanwook's mission is to bridge the physical and digital gap by understanding how people fundamentally interact with technology.

## SKILLS

### Creative coding



Processing  
OpenFrameworks  
Cinder  
Max/Msp

### Web developing



Javascript  
(jQuery, Node.js)  
HTML, CSS  
Mobile dev(Phonegap)

### Design tool



Adobe Creative Suite  
(Ai, Ps, Ae, Pr)  
Rhino,  
Vectorworks

### Physical computing



Arduino  
EagleCAD  
Electronics Knowledge

### Fabrication



CNC, Lathes  
Laser cutter,  
3D printer,  
Soldering

## EXPERIENCE

### CREATIVE TECHNOLOGIST(Freelance)

Wunderman, New York, NY | Oct 2016 - Nov 2016

As a part of the creative team, I worked on prototyping which is a wearable device for big events. I was responsible for hardware and software development.

### CREATIVE TECHNOLOGIST INTERN

Second Story, Part of SapientNitro, New York, NY | Feb 2016 - May 2016

As a part of the future of the retail project, I worked on lab demo about air gesture. I was responsible for whole demo project process, ideation, conceptualization, execution. The lab demo is a prototype for buying t-shirts using a hand gesture.

### RESEARCHER

Yonsei University, Seoul, South Korea | Nov 2012 - Mar 2014

As a part of Media Skins project, I worked on several projects as a contents producer, technical director, and project manager. All projects are about how to combine physical space and digital media contents.

### MEDIA ARTIST

Chanwook Min & TeamVoid, Seoul, South Korea | Aug 2010 - Present

Team Void and I always keep trying to find better and new way to interact with people. Also, our work always combined physical environment or object and digital media technology. You can check all my work on portfolio site(<http://chanwookmin.com>)

## HONORS & AWARDS

- **Low Wasserman Scholarship**    The wasserman Foundation / Aug 2015 - May 2016  
| **Da Vinci Idea's Grants**    Seoul Foundation for Arts and Culture, South Korea / 2012
- **Hacking Arts Festival Artwork session**    MIT Media Lab, Cambridge, MA, USA / 2015, 2016  
| **IoT Media Mash demo session**    NYC Media Lab, New York, NY, USA / 2015  
| **IEEE World Haptics Conference Artwork session**    IEEE World Haptics Conference / 2013

## EDUCATION

- **New York University**    NY, United State | 2014 - 2016  
| M.P.S. in ITP(Interactive Telecommunication Program), Tisch School of Arts
- **Yonsei University**    Seoul, South Korea | 2011 - 2014  
| M.F.A. in Media Arts, Graduate School of communication & Arts
- **Dongguk University**    Seoul, South Korea | 2003 - 2011  
| B.S. in Electronic Engineering, College of Engineering

## PORTFOLIO

- <http://chanwookmin.com>