

YONGHUN JUNG

INTERACTIVE MEDIA ARTIST

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AWARDS

[2023. 05. 15]

[Awarded an Honorable Mention for the work, “Trace”, in the Epic Games’ *Unreal Challenge: Spellar Performance*] • [Epic Games] • <https://www.unrealengine.com/en-US/blog/unreal-challenge-spellar-performance-winners-announced>

PRESENTATION

[2022. 11. 07] – [2022. 11. 08]

[Presenter at Houdini Education + Studio HIVE, “Expand Visuals from Houdini with Niagara”] • [Film/TV, New York City] • <https://www.sidefx.com/education-HIVE-2022/#niagara>

- Covered how to build a basic environment in Unreal Engine using digital assets and geometry from Houdini and Unreal lighting systems. Mainly talked about how to import animated 3D characters into Unreal and creatively applied visual effects to the motion capture data using Houdini point cache in the Unreal Niagara systems.

[2021. 11. 19]

[Presenter] • [Intro to Unity: HDRP + Visual Effects] • [NYU Integrated Design & Media XR Lab] •

<https://www.youtube.com/watch?v=iLoe1Um93YQ>

- The workshop focused on the utilization of Unity’s next-generation VFX systems, known as VFX Graph, in HDRP setting to create a diverse range of visually stunning effects.

WORK EXPERIENCE

[2023. 06] – [2023. 08]

[Summer Associate, Intern] • [Sony Immersive Music Studios] • [Sony Music Entertainment] • [Culver City, CA]

- Created diverse interactive visual effects, materials, and real-time lighting using the Niagara system, sequencer, and Houdini

PORTFOLIO/WEBSITE

<https://www.foreveryonghun.com/>

EDUCATION

New York University

- Master of Science, 2021-2023
- GPA: 3.767
- Major in Integrated Design & Media

Virginia Commonwealth University

- Master of Fine Arts, 2018–2020
- GPA: 3.984
- Majored in Kinetic Imaging

Alfred University

- Bachelor of Fine Arts, 2011-2017
- GPA: 3.68, Cum Laude
- Majored in Art and Design

SOFTWARE SKILLS

- UNREAL ENGINE (BLUEPRINT / NIAGARA VFX SYSTEM / UEFN)
- UNITY (VFX GRAPH)
- HOUDINI
- OPTI TRACK
- AUTODESK MOTIONBUILDER
- ARDUINO
- MAX
- PROCESSING AND P5.JS
- SIEMENS NX

within both Unreal Engine and UEFN environments to enhance users' immersive music experiences.

[2021. 10] – [2023. 05]

[XR Lab] • [Graduate Assistant] • [New York University Integrated Design & Media]

- Help to organize and maintain the IDM XR Lab for student/faculty use. Assisting with and monitoring the use of all computers and XR equipment in the lab.

[2018. 08] – [2020. 05]

[Animator and Designer] • [Graduate Teaching Assistant] • [VCUarts Communication Office]

- Produce event and promotional animations for Virginia Commonwealth University School of Art.

EXHIBITION

[2021. 01. 14]

[VCUarts Virtual MFA Thesis Exhibition at Art & Education]

[2019. 10. 30]

["Acid Waste" in the Fine Arts Building Gallery, 1000 W Broad Street, Richmond, VA]

[2019. 04. 26]

["Forever Young" Candidacy show at The Highpoint, 3300 W Broad St, Richmond, VA]

[2018. 12. 07]

["Sponge Bob" exhibition at Anderson Gallery, Virginia Commonwealth University]

[2017. 12. 09]

[BFA Exhibition at Harder Hall, School of Art and Design, NYS College of Ceramics, Alfred University]

CERTIFICATION

[2020. 07. 29]

[Psychological Counselor in Color] • [Top-Level] • [Korea License Approval Development Institute]

[2020. 07. 28]

[Psychological Counselor] • [Top-Level] • [Korea License Approval Development Institute]

MILITARY SERVICE

[2013] – [2015]

Sergeant – Korea National Police Agency Auxiliary Police
[Served as a Specialist on English-Korean Interpretation] •
[Honors & Achievements (2014. 12. 31, Award Certificate)]

SKILLS

- CREATIVE CODING
- VR/AR
- VIRTUAL PRODUCTION
- VISUAL EFFECTS
- MOTION CAPTURE
- INTERACTIVE DESIGN
- ANIMATION
- CERAMIC

SCHOLARSHIPS

- GRADUATE SCHOLARSHIP AT NYU TANDON SCHOOL OF ENGINEERING
- VCUARTS GRADUATE ASSISTANTSHIP AWARD
- MARY B. BISHOP/FRANCIS S. MERRITT SCHOLARSHIP FUND AT HAYSTACK MOUNTAIN SCHOOL OF CRAFTS
- HAYSTACK MOUNTAIN SCHOOL OF CRAFTS/ALFRED UNIVERSITY PARTNERSHIP AWARD
- THE STEPHEN JOHN HILL MEMORIAL SCHOLARSHIP IN ART AND DESIGN