

Bhae JhoohYung | 배주형

reggae1@naver.com | 010-9537-3217 | <https://xrbhae.com>

EDUCATION

- Sogang University, Art&Technology, M.A.S.(Master of Arts and Science), 2021-Present
- Asia United Theological University, Theology, B.TH(Bachelor of Theology), 2015-2019

EXPERIENCE

- KEA(Korea Electronics Association) VR/AR Research Group, Researcher, 2021-Present
- Little Song Music, Motion Graphic Designer, 2019-2020

PROGRAM

- 2022 KOCCA CONTENT IMPACT – NFT PROJECT COURSE
- 2021 KOCCA CONTENT IMPACT – XR & METAVERSE COURSE
- 2020 INNOVATIVE GROWTH YOUTH TALENT INTENSIVE TRAINING PROJECT - VR/AR/MR CONVERGENCE CONTENT DEVELOPMENT PRACTICAL PROJECT COURSE
- 2019 Vocational Training for the National Key Strategic Industries - Digital Motion Graphics Advertising Video Content Production Course
- 2019 KOBACO ADVERTISING EDUCATION CENTER SMART ADVERTISING ACADEMY

PROJECT

- Sogang University & ETRI(Electronics and Telecommunications Research Institute) (2022) - Analyzing and shaping scenarios with visual-audience conversion technology
- Sogang University & d'strict (2022) - Creating user-participating NFT media art based on offline & metaverse
- KOCCA & Sogang University & rebel9 & SeMA(Seoul Museum of Art) (2021) - Development of art and science convergence talent through research and development of real-time participatory XR exhibition platform for multi-users
- Sogang University & ETRI(Electronics and Telecommunications Research Institute) (2021) - Analyzing and shaping scenarios with visual-audience conversion technology
- Sogang University & United Nations Center for Human Rights Policy (2021) - Development of 3D Virtual Museum Prototype for Comfort Women-related historical exhibition

EXHIBITION

- ARKO(Arts Council Korea). 2021 Support for Art and Technology Convergence – VR media art 'Opaque Gaze'
- Friends of Jeju 4.3: A good room for winter - VR media art 'Camellia flower Gobeullak'
- KOCCA CONTENT IMPACT XR & METAVERSE Demo – VR Media Art 'Camellia flower Gobeullak'
- Exhibition of outstanding works at the 2020 SW Talent Festival – VR game 'The Story of Room 9'

AWARD

- (2022) Made With Unity KR AWARD 2022 Top 36
- (2021) Seoul Business Agency Academy Web Server Development Project Individual Grand Prize (CEO Award of Seoul Business Agency)
- (2020) Selected outstanding works in the XR section of the SW Talent Festival
- (2019) Best Creative Award for Advertising Planning at the Korea Advertising Academy's Advertising Camp (President of the Korea Advertising Federation)
- (2019) Excellence Award for the video of the Korea Energy Corporation Energy Content Contest (Korea Energy Corporation President Award)
- (2019) Excellence Award for the video of the Land, Infrastructure, Transport and Technology Idea Contest (National Transportation, Science and Technology Promotion Agency Award)
- (2019) Excellent Award for the video of the Construction Safety Contest by the Ministry of Land, Infrastructure and Transport (President of the Korea Construction Association)
- (2019) Award for Encouraging the Video Part of the Patient Safety Reporting System Promotion Contest (Minister of Health and Welfare Award)

RESEARCH

- Bhae, J. H., & Choi, Y. (2022). A comparative study on the displaying ammo UI in VR FPS game: based on HUDs, Spatial Elements, and Diegetic Displays. *Journal of Digital Contents Society (J. DCS)*, 23(4), 613-620.
- Choi, S. W., Bhae, J. H., Kim, D. Y., & Kim, J. (2022). Research and development of virtual gallery ideas for archiving historical materials related to Comfort Women: Voice of 'Comfort Women' Museum. *THE PROCEEDINGS OF HCI KOREA 2022*, 825-828.
- Yoon, S. R., Jung, S. G., Bhae, J. H., & Choi, Y. (2022). A Study on the Distancing of Each Other Based on VR-based Media Art 'Opaque Gaze' Exhibition Case. *THE PROCEEDINGS OF HCI KOREA 2022*, 835-838.
- Kim, W., Bhae, J. H., Lee, W., Lee, H. Y., Choi, H., & Kim, J. (2022). A Study on the Development of Ecological Education Content Using VR. *THE PROCEEDINGS OF HCI KOREA 2022*, 816-818.

- Choi. H., Ryu. J., Kim. B. J., Oh. M. J., Bae G. H., Bhae, J. H., ... & Seo. Y. (2022). SeMa dot Arcade: Expanding the exhibition experience of the museum through community play using the video conference platform Gether Town. THE PROCEEDINGS OF HCI KOREA 2022, 822-824.

SKILL

- PROGRAMMING : C#, C++, Python, HTML, CSS, JavaScript
- 2D : Photoshop, Illustrator, Premiere Pro, After Effects, Davinci Resolve
- 3D : Blender, Cinema4D, MAYA, ZBrush, Substance Painter, Quixel Mixer
- Game Engine : Unity, Unreal
- Sound Engine : Wwise

CERTIFICATION

- Wwise 101 Certification
- Unity Certified Associate : Game Developer
- Computer Graphics Operation Specialist
- Computer literacy level 2
- E-commerce manager level 2
- Distribution manager level 2