

Dong Yoon Park

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PROFESSIONAL EXPERIENCE

PARSONS THE NEW SCHOOL FOR DESIGN / NYC

TEACHING FELLOW : 09/2010-12/2010

- Taught Creativity&Computation Lab for the first year students in MFA program
- Introductory class of programming languages and technologies for art&design
- Designed curriculum and class materials - <http://cre8ive.kr/cclab/>

GRADUATE RESEARCH ASSISTANT : 10/2009-Present

- Designed UI / GUI for the Datamyne project - school's professional community project
- Developed User scenarios, story boards, wire frames, HTML / JavaScript / CSS prototypes
- Proposed, designed and developed the Parsons Viewbook for iPhone / iPod Touch
- Created GUI Guideline, Dev Guideline and developed Critteur for iPhone / iPod Touch

SAMSUNG ELECTRONICS CO.,LTD. / SUWON, KOREA

Next Generation Terminals Team, Telecommunication R&D Center

ASSISTANT ENGINEER : 02/2005-03/2007

- Researched and developed UI software for GSM / UMTS / WCDMA 3G Mobile UI / MMI
- Managed UI of Phone Shell / Idle / Settings and Main menu
- Researched, analyzed next generation GUI solutions
- Created dynamic mobile GUI prototypes with TAT Kastor / Cascades solutions
- Designed and developed UI for experimental terminals : 3D GUI / DVB-H / Wi-Fi / Watch phone
- Implemented and designed GUI for internal tools : Grid Agent (distribution compiler)
- S/W Environment : SHP(Samsung Handset Platform:Mocha) / Qualcomm BREW / REX
- H/W Environment : Qualcomm MSM 6250,6275,6280 / Freescale / nVIDIA goForce

NEO SOLUTION CO.,LTD. / SEOUL, KOREA

PROGRAMMER / DESIGNER : 07/2000-02/2001

- Desinged, developed and managed Web Service
- Developed UI in System Integration projects
- Environment : Java / JSP / Servlet / PHP / Tomcat with Oracle 8i, MySQL database

KOREA TELECOM E&TEL CO.,LTD. / SEOUL, KOREA

INTERN - PROGRAMMER / DESIGNER : 11/1999-04/2000

- Desinged, developed and managed Web Service
- Developed UI in System Integration projects
- Environment : ASP, IIS with MS-SQL Server 7.0 database

AWARDS

DESIGN AWARDS

- Adobe Design Achievement Awards 2008, 2010 - Semifinalist : 08/2008, 08/2010
- iriver SPINN UCI(User Created Interface) competition, Flash GUI - Prize winner : 11/2008
- Kumho Asiana Unlimited Space design competition - Prize winner : 02/2008
- Baskin Robbins calendar design competition - Gold prize : 07/2007
- iriver Clix Flash Mobile GUI design competition - Prize winner : 04/2007
- Samsung Card design competition - Prize winner : 11/2006

ACADEMIC AWARDS

- Graduate Dean's Scholarship - Parsons The New School for Design : 08/2009, 08/2010
- Academic Achievement Scholarship - Samsung Art&Design Institute,
- Spring 2007, Fall 2007, Spring 2008, Spring 2009, Full-tuition : 2007/2008/2009
- Cheil Worldwide Scholarship - SADI, Fall 2008, Half-tuition : 09/2008
- Semester High Honors - Korea University, Spring, Fall 2004 semester : 03, 09/2004
- Semester High Honors, Scholarship - Korea University, Fall 2003 : 09/2003

EDUCATION

PARSONS THE NEW SCHOOL FOR DESIGN / NYC

MFA DESIGN & TECHNOLOGY : 08/2009-05/2011(Expected)(GPA3.90/4.0)

SAMSUNG ART & DESIGN INSTITUTE (SADI) / SEOUL, KOREA

COMMUNICATION DESIGN : 03/2007-06/2009(5 semesters)(GPA3.88/4.0)

KOREA UNIVERSITY / SEOUL, KOREA

BACHELOR'S DEGREE OF ENGINEERING

SCHOOL OF ELECTRICAL ENGINEERING : 03/1998-02/2005 (GPA3.47/4.5)

EXHIBITIONS / ACTIVITIES

- Android : Leader of the Independent study at Parsons, Spring 2010
Proposed, Initiated and lead the class for Android Mobile Application
Designed and Developed 'Ask Around' for Android
Presented Mobile App projects to guests from Motorola Applied Research Center
- Sharing Experience 2009 - MIT MediaLab Workshop, Technical Volunteer : 08/2009
Taught 3D animation prototyping with Maya, After Effects Motion graphic, Arduino
- President of DIP(Design In Programming) Interaction Design SIG at SADI : 2008-09
Taught S/W and H/W for interaction design, including Processing, Arduino, iOS SDK, Quartz Composer and Programming basics
- DIP Exhibition 2.0, SADI Space Gallery
Exhibited interactive works - *The space inside music, Goldfish Rescue*
- Member of the university's software society - One And Zero, studied game and web

MOBILE APPS

- Twit Knoll for iPad : Individual project, Design&development, Available on App Store
- Type Insight for iPad : Thesis for MFA, Individual project, Design&development
- NS Mobile for iPhone : Individual project, Design&development, Available on App Store
- Type Clock for iPhone/iPad : Individual project, Design&development, Available on App Store

PUBLICATION

iCan iPhone 4 Programming / Dodream Publishing Co, Korea 01/2011

- Co-authored with Yong Shin
- Wrote, edited and designed graphic artworks and cover
- Sample spread - http://cre8ive.kr/ican/spreads_en.html

SKILLS

UI DESIGN

Strong documentation with clear visual design. GUI Guideline, user scenario, layout and wire frames. Rapid prototyping with HTML/CSS/JavaScript/JQuery and Flash.

GRAPHIC DESIGN

From print media to web and screen-based interactive media including posters, brochures, book layout and editing, web design, video editing, motion graphics, and 3D.

- 2D : Photoshop, Illustrator, InDesign, Flash, Dreamweaver, PowerPoint
- 3D : Maya, Rhino 3D, 3DS Max, V-Ray, Hypershoot
- Motion : After Effects, Premiere, Final Cut Pro / Photography & Video editing

SOFTWARE DEVELOPMENT

From mobile to web, including iPhone/Android Apps and database driven Flash web site. 3D web with Papervision 3D, Quartz Composer, Interactive installation works.

- Languages : C, C++, Objective-C, Java, Action Script 3.0
- Web : PHP, JSP, ASP, Servlet, HTML, XML, JSON, AJAX, JQuery
- IDE : Eclipse / Xcode / MS Visual Studio • Database : MySQL / Oracle / MS-SQL Server
- Flash, Flex, Papervision 3D, Processing, Arduino, Quartz Composer
- iOS/Android Application development, 10+ App Store launching experience
- 20+ years of computer experience (HW/SW, PC/Mac)

LANGUAGE

Fluent in Korean and Japanese / Basic Chinese