Eunhye Kang

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Education

Carnegie Mellon University (CMU), Entertainment Technology Center (ETC), Pittsburgh, PA,
Master of Entertainment Technology, May 2021

School of the Art Institute of Chicago (SAIC), Chicago, IL
Bachelor of Fine Arts, emphasis in Photography, May 2018

Slade School of Fine Art (UCL), London, United Kingdom
Academic exchange, emphasis in Mixed Media, Fall 2017

Academic Projects

Building Virtual Worlds, Artist, ETC, Fall 2019
-Five rounds of projects (completed in 1-3 weeks) that developed virtual and augmented reality experiences with a group of five student with different skill sets; programming, art, sound design, and production.
-Rapid prototyping of virtual worlds using HTC Vive, Valve index, Kinect, Magic Leap.
-Collaborated and communicated with cross-functional team to ensure projects are within scope.

Art and Technology Practices. School of the Art Institute of Chicago. Spring 2018
-Variety of forms and techniques central to technologically-based art making within a scope of introduction of code and electronics.
-Built an interactive soft robot using silicon and microcontroller. Focused on making not only a shape computationally controllable through pneumatics but also input sensing and active output successful.

Advanced photography and film, School of the Art Institute of Chicago. 2013-2018
-Focused on using Photoshop and Premiere pro as creative tools by exploring the core aesthetic decisions, structures, strategies and demands of editing.

Experience

Director of Photography, KUT film production (SAIC), Chicago, IL, 2014-2016

Skills

Design
Photoshop
Premiere pro
Adobe Illustrator

Technical Art
Maya
Unity
Blender
Cinema4d

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Creative Media
Physical computing
Interactive storytelling
Mixed media art
3D printing

Relevant coursework
Sculpture
Screen printing
Visual Story