

JIWON SHIN

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EDUCATION

New York University, Tisch School of the Arts, MPS | New York, USA | Interactive Telecommunications Program | May 2020

New York University Abu Dhabi, BA | Abu Dhabi, UAE | Computer Science, Visual Arts | May 2016 (3.74 GPA)

WORK EXPERIENCES

New York University Shanghai, Interactive Media Arts | Resident Research Fellow | August 2016 - May 2018 | Shanghai, China

Assisting faculty and students of Interactive Media Arts department in terms of course materials and conducting workshops for students in topics of web development, Processing, physical computing and digital fabrication, well as carrying out personal research.

Imagine Science Films | Full-Stack Developer | May - August 2016 | New York, USA & Paris, France

Core developer of Labocine (<http://labocine.com>), a dynamic php-based website with a database that maintains more than 1000 films. It is a viewing platform showcasing science-themed films created by independent filmmakers.

NYUAD Online Services and Applications / Programming Services | Front-end Web Developer Assistant | February 2016 - May 2016 | Abu Dhabi, UAE

Worked as part of an agile development team, in conjunction with the user experience and design, in building and maintaining web and mobile applications.

Solomon R. Guggenheim Museum | Student Research Intern | September 2014 - August 2015 | New York, USA

Participated in research on topics on the conservation of digital-born and software art. The tasks mostly involved code analysis and development of cloud-based web emulation service using Guacamole for developing re-exhibition solutions of code-based artworks that are outdated and no longer function on modern platforms.

Participated as speaker at TechFocus III: Caring for Software-based Art, a conference hosted by Solomon R. Guggenheim Museum and participated by conservators from Solomon R. Guggenheim Museum, SF MoMA, MoMA and Tate Modern. (<http://resources.conservation-us.org/techfocus/techfocus-iii-caring-for-computer-based-art-software-tw/>)
<https://www.guggenheim.org/blogs/checklist/how-the-guggenheim-and-nyu-are-conserving-computer-based-art-part-1>
https://creators.vice.com/en_us/article/d74bwz/saving-computer-based-art-conservation-lab

Rhizome | Intern | January 2015 - April 2015 | New York, USA

Archiving of web-based artworks that were mostly written in Java and developing cloud-based web emulation service for re-exhibition of web-based artworks.

ROARK Interdisciplinary Design Studio | Design Intern | May 2014 - January 2015 | New York, USA

Designed and developed websites for clients ranging from html websites utilizing APIs to Wordpress sites with modified themes.

SCHOLARSHIPS / AWARDS

NYU Arts Council 2017-18 Visual Arts Initiative Award | In Collaboration with JH Moon, Lisa Jamhoury and Julia Irwin | *The Flow Room* (2018), Performance and Interactive Experience

The Christo and Jeanne-Claude Award 2016 | Finalist | *Wall || Window* (2016), Interactive Installation

New York University Abu Dhabi 4-year Scholarship

EXHIBITIONS / PRESENTATIONS

SHE . ME . US | The Project Space | April 21 - 27 2016 | Abu Dhabi, UAE

Wall || Window (2016), Interactive Installation

七情 (*qi qing*) (2016), Performance

From Stranger With Love (2016), Web-based Writing Project (<http://fromstrangerwithlove.com>)

Emirates Fine Arts Society Annual Showcase | Sharjah Arts Museum | January 12 - March 21, 2016 | Sharjah, UAE

The End is Near / Here (2015), Video

TechFocus III: Caring for Software-based Art | Solomon R. Guggenheim Museum | September 25 - 26, 2015 | New York, USA

Speaker (<http://resources.conservation-us.org/techfocus/techfocus-iii-caring-for-computer-based-art-software-tw/>)