

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

Codecademy | Curriculum Developer | July 2020 - Present | New York, USA

Developing curriculum in the Web Development domain.

New York University | Adjunct Professor | January 2021 - Present | New York, USA

Creative Coding, at Integrated Digital Media (IDM), Tandon School of Engineering. Graduate.

Communications Lab, at Interactive Media (IM), NYU Abu Dhabi. Undergraduate.

Google Summer of Code, Processing Foundation | Developer | May - August 2019 | New York, USA

Developed enhancements to p5.serial (<https://github.com/p5-serial/p5.serialport>) library, which is a p5.js library that enables communication between your p5 sketch and Arduino (or another serial enabled device).

NYU, Interactive Telecommunications Program Camp | Camp Coordinator | May - June 2019, 2020 | New York, USA

Assisting with administrative aspects of running ITP camp ranging from event planning, class scheduling and budgeting.

NYU, Interactive Telecommunications Program | Graduate Teaching Assistant | Sept 2018 - May 2020 | New York, USA

Teaching Assistant for Daniel Shiffman's Code! and Code! 2 class, responsible for grading and providing feedback for student assignments as well as conducting office hours.

NYU Shanghai, Interactive Media Arts | Resident Research Fellow | Aug 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 - Aug 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.

Solomon R. Guggenheim Museum | Student Research Intern | Sept 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.

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.

TECHNICAL SKILLS

Programming Languages | HTML, CSS, Javascript, C, C++, Java, Python, PHP

Web Development | Node.js, Express.js, React.js, MDL, Bootstrap

Visual Programming | p5.js, three.js, Processing, openFrameworks, d3.js, aframe

Live Motion Tracking | Microsoft Kinect, Intel realSense

Machine Learning | tensorflow, magenta, ml5.js

Game Engines | Unity, Unreal

Visual Design | Adobe Suite (Photoshop, Illustrator, InDesign, Premiere),

SCHOLARSHIPS / AWARDS

ITP XStory | Project development grant for depth2web (<https://github.com/js6450/depth2web>), device agnostic desktop application for live web connection of depth cameras | NYU ITP | 2019

NYU Arts Council Visual Arts Initiative Award | In collaboration with Julia Irwin, Lisa Jamhoury and JH Moon | *The Flow Room* (2018), Web-based interactive experience | NYU Arts Council | 2017 - 18

NYU TSOA Graduate Scholarship, Red Burns Scholarship | NYU ITP | 2018 - 20

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

New York University Abu Dhabi Scholarship | 2012 - 2016

SELECTED WORKS / PRESENTATIONS

Depth2Web | Desktop application for sending depth feeds to the web | 2018 - present

p5.Serial | Desktop application and p5.js library that enables communication between your p5 sketch and Arduino (or another serial enabled device) | 2019 - present

Homeostasis | Interactive Visualization on the "Big Screens" | IAC Building | December 20, 2019 | New York, USA

Lost | Dance performance with live visualization | The Flea Theater | May 16, 2019 | New York, USA

The Flow Room | Dual Location Showcase at Riese Lounge, NYU Tisch & 1250 Gallery, NYU Shanghai | November 19 - 21, 2018 | New York, USA & Shanghai, China

The End is Near / Here | Shenzhen Design Week | April 27 - 28, 2018 | Shenzhen, China

Sound Sound of Time and Space | Interactive performance, in collaboration with JH Moon | Seoul Power Station, Seoul Foundation for Arts and Culture (SFAC) | October 27, 2017 | Seoul, Korea

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

The End is Near / Here | Emirates Fine Arts Society Annual Showcase | Sharjah Art Museum | January 12 - March 21, 2016 | Abu Dhabi, UAE

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