


# SEONJEONG PARK

XR Developer

 portfolio website

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## SUMMARY

XR Developer with two years of experience creating immersive experiences in VR/AR using Unity and Unreal Engine. Skilled in C#, C++, and creative coding. Passionate about interactive game mechanics and storytelling, with a focus on unique XR interactions and user experience. Proven ability in collaborative project development, combining technical expertise with creative vision to push the boundaries of XR technology.

## SKILLS

<b>Program Languages:</b>	C#, C++, Python, Javascript, HTML, CSS
<b>Game Engines:</b>	Unity, Unreal Engine
<b>XR Technologies:</b>	Meta Quest2/3/Pro, AR Core/Foundation, Spark AR, Motion Capture
<b>Frameworks:</b>	Openframeworks, Processing
<b>Software/Tools:</b>	Blender, Maya, Figma, Adobe Photoshop, Illustrator, Premier Pro
<b>Version Control:</b>	Perforce, Git, Github, Plastic SCM

## EXPERIENCE

- 10/2022 – present **Junior XR Developer** **No Ghost (London, United Kingdom)**
- Developed the prototype for the **"Garden Meditation Mixed Reality"** app using Unreal Engine for Meta Quest devices. Designed and developed unique mixed reality interactions and stereo layers, using the Meta MR SDK to elevate the meditation experience. Assisted in implementing a robust save system and state tree to ensure seamless user interaction and progress continuity. Designed and integrated user-friendly UI and comprehensive application features, enhancing overall user engagement and usability.
  - Contributed to **"Wallace & Gromit in The Grand Getaway"** for Meta Quest devices, utilising Unreal Engine and focusing on gameplay design and player interactions. Engaged in core gameplay feature integration. Collaborated with a cross-functional team, including senior developers, designers, and technical artists, contributing to animation montages, sound design, and shader development. Involved in the full software development life cycle, from initial design and planning to development, QA, and launch. Participated in rigorous testing and bug-fixing processes, and used Perforce for source control.
  - Engaged in the **"Messi Football Game"** development using Unity Engine and C#, focusing on engaging gameplay design and intuitive UI integration. Spearheaded virtual cinematic experiences, and implemented a robust localization system. Collaborated with multidisciplinary teams to integrate animations, 3D models, and sound effects, enhancing mobile compatibility for Android and iOS. Utilised Git for source control.
- Unity Engine (C#) Unreal Engine (C++, Blueprints) Meta Quest Android
- 4/2022 – present **VR Developer, Researcher** **Goldsmiths University of London | LASALLE College of Arts(Singapore)**
- [IEEE VR 2023 poster link](#) [IEEE VR 2023 poster presentation video](#)
- Designed and developed an English presentation training VR app using Unity Engine (C#) for Meta Quest, aimed at enhancing English speaking skills for students
  - Integrated AI-driven avatars, avatar rigging, avatar customization, hand tracking, and gaze tracking technologies
  - Conducted in-depth research and analysis using SPSS and Python, resulting in the creation of a poster that was accepted at the IEEE VR 2023 conference
  - Received a total of £10,000 grant from the PIF funding (Goldsmiths - LASALLE collaboration), validating the project's impact and potential
- Unity Engine (C#) Meta Quest Python SPSS
- 4/2023 – 9/2023 **Creative Technologist** **Noonssup (London, United Kingdom)**
- [Memory Journey Project Video](#) [Memory Journey Project Website](#)
- Executed the "Dream Archive Project," an immersive art installation developed through the Korean government's Art and Technology Convergence Idea Planning and Implementation Project in 2023
  - Utilised Processing to create a multi-sensory experience, integrating AI and data algorithms to vividly portray participants' experiences and inner stories
  - Collaborated with artists and developers to achieve real-time user and data-interactive generative projection mapping
  - Presented the project at Musinsa Studio Hannam 1st Branch during a video screening event (Dec 1 - Dec 2, 2023)
- Processing Open AI
- 2/2020 – 4/2021 **Contents Marketer** **Tripbtoz (Seoul, South Korea)**
- Created and managed social media presence on Instagram, Facebook, Blog, and YouTube and Initialised and analysed IG brand contents, implementing AR marketing strategies and increased 8,000+ followers

- 1/2020 – 8/2021

**Freelance Illustrator & Cartoonist**

Self-Employed

[🔗 Travel Cartoon Instagram Link](#)[🔗 Travel Illustration Instagram Link](#)

- Collaborated with Marketing departments to create high-quality illustrations to enhance products and effectively communicated with clients to translate their visions into solutions

## PROJECTS

- 10/2024

**Baobab Diary - MR Mindfulness App for Meta Quest**

Metaverse Developer Contest (Seoul, South Korea)

- Led the project ideation, development, and Git pipeline implementation using Unity and C#
  - Developed an MR experience integrating real environments using Meta SDK, featuring emotion-adaptive backgrounds and implemented creative interactions using hand tracking
  - Integrated speech recognition with OpenAI's Whisper API, real-time heart rate data with HypeRate API, and implemented emotion data storage for user self-reflection

Unity Engine (C#)

Meta Quest

Open AI

HypeRate API
- 2/2023

**The Last Mycophile**

London, United Kingdom

[🔗 The Last Mycophile Project Page](#)

Successfully developed a VR demo for 2023 global game jam using Unity and Oculus Quest 2 with hand tracking. Mainly responsible for game design, development and 2D illustrations

Unity Engine (C#)

Meta Quest
- 9/2020 - 10/2020

**Travel the World**

Incheon, South Korea

[🔗 Travel the World Exhibition Details](#)

Solo exhibition in Incheon, South Korea, demonstrating digital travel illustrations

## EDUCATION

- 9/2021 - 9/2022

**Virtual & Augmented Reality (MSc)**

Goldsmiths, University of London (London, United Kingdom)

- Graduated with Distinction, focusing on AR/VR project development and staying current with XR advancements
  - Relevant Modules: Virtual Reality, Augmented and Mixed Realities, Advanced Topics in Virtual and Augmented Reality, Advanced Programming for Games, Programming for Game Engines, Mathematics and Graphics for Computer Games, Workshops in Creative Coding

Unity Engine (C#)

Unreal Engine(Blueprints)

OpenFrameworks(C++)

SparkAR

Motion Capture
- 3/2015 - 6/2021

**Game & Interactive Media Convergence**

Chinese Language and Literature (BA)

Chung-Ang University (Seoul, Korea)

Unity Engine (C#)

Unreal Engine(Blueprints)

Processing

3D Maya

## PUBLICATIONS & HONOURS

- 9/2024

**2024 Metaverse Developer Contest (Seoul)**

[🔗 Project Walkthrough Video](#)

Winner of the 2024 Metaverse Developer Contest, awarded by the Korea Metaverse Industry Association (submission out of 125 teams)
- 3/2024

**Presentation at The Asian Conference on Education & International Development (ACEID2024)**

[🔗 ACEID 2024 Conference paper link](#)

Carlisle, Damaris; Park, Seonjeong; Gillies, Marco and Pan, Xueni. 2023. ' Harnessing Virtual Reality: Tackling Foreign Language Anxiety and Elevating Public Speaking Skills'. In: ACEID2024 presentation
- 1/2023 - 9/2024

**Goldsmiths-LASALLE Partnership Innovation Fund**

A total of £10,000 funding recipient continuation of research project collaboration between Goldsmiths, University of London, and LASALLE College of the Arts. This grant supports ongoing efforts to explore reducing foreign language in a virtual reality environment.
- 3/2023

**2023 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)**

[🔗 IEEE VR 2023 poster link](#)

Park, Seonjeong; Carlisle, Damaris; Gillies, Marco and Pan, Xueni. 2023. 'Reducing Foreign Language Anxiety with Virtual Reality'. In: 2023 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW). Shanghai, China 25-29 March 2023. [Conference or Workshop Item]
- ## LANGUAGES
- English - fluent Korean - native Chinese - HSK5