


SEONJEONG PARK

XR Developer

 portfolio website

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SUMMARY

XR Developer with over a year 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

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

EXPERIENCE

10/2022 – present **Junior XR Developer**

No Ghost (London, United Kingdom)

- Played a key role in developing the prototype for the **"Garden Meditation Mixed Reality"** app using Unreal Engine for Oculus Quest, expected to upload in App Lab. Designed and developed unique mixed reality interactions and stereo layers, leveraging the Meta MR SDK to elevate the meditation experience. Implemented 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 significantly to **"Wallace & Gromit in The Grand Getaway"** for Oculus Quest, utilising Unreal Engine and focusing on gameplay design and player interactions. Engaged in core gameplay feature integration using blueprint scripting and C++ programming. 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 through to development, QA, and launch. Assisted in optimizing VR performance across various devices, participated in rigorous testing and bug-fixing processes, and used Perforce for source control. Engaged in code reviews and documentation.
- Led key aspects of 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. Utilized Git for source control.
- Collaborated with diverse teams to create high-quality gaming experiences, ensuring code quality and integrating various elements like animation, sound, and 3D models

Unity Engine (C#) Unreal Engine (C++, Blueprints) Oculus Quest2 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 Oculus Quest 2, 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#) Oculus Quest2 Python SPSS

4/2023 – 9/2023 **Creative Technologist**

Noonssup (London, United Kingdom)

 Memory Journey Project Video  Memory Journey Project Website

- Executing 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
- Utilized 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 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

- 2/2020 – 4/2021 **Contents Marketer** Tripbtoz (Seoul, South Korea)
- Created and managed social media presence on Instagram, Facebook, Blog, and YouTube
 - Initialised and analysed IG brand contents, implementing AR marketing strategies and increased 8,000+ followers
 - Contributed innovative and original ideas on all aspects of marketing while working in highly collaborative teams
- 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
 - Effectively communicated with clients to translate their visions into solutions

PROJECTS

- 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 \(C#\)](#) [Oculus Quest2](#)
- 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** Chung-Ang University (Seoul, Korea)
- Chinese Language and Literature (BA)**
- [Unity Engine \(C#\)](#) [Unreal Engine\(Blueprints\)](#) [Processing](#) [3D Maya](#)

PUBLICATIONS & HONOURS

- 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