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# EOZIN CHE

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550 Vanderbilt Avenue  
705, Brooklyn NY

## Profile

I am a creative technologist and interaction designer based in New York City. I have been creating interactive experiences that combine scientific visualization and emerging technologies such as virtual, augmented and mixed reality. My work leverages digital content generated by scientists and transforms the world of science into immersive media exhibits, focused on experiential storytelling in the context of cultural institutions.

## Education

**Master, Interactive Telecommunications Program** 2013-2015  
New York University, Tisch School Of the Arts, New York, NY

**Master of Architecture: Post-Professional (M.Arch II)** 2012-2013  
University of Pennsylvania, Graduate School of Design, Philadelphia, PA

**Certification in Media Art** 2011-2012  
Yonsei University, Graduate School of Communication & Arts, South Korea

**Bachelor of Architecture** 2005-2010  
Chung-Ang University, School of Architecture & Building Science, South Korea

## Experience

**Jury Member, VR Theater, SIGGRAPH 2020 Conference** Feb-July, 2020  
Reviewed 50+ assigned submissions from all over the world and selected projects to premiere at this year's SIGGRAPH.

**Speaker/Mentor, NYC Science Research Mentoring Consortium** Jan, 2020  
Provided mentorship and guidance to NYC high school students to help with exploring STEM(Science, Technology, Engineering and Mathematics) careers.

**Lead Creative Technologist, American Museum of Natural History** 2016-Present  
Implemented emerging-media interactives to engage museum visitors with fundamental scientific concepts and important new discoveries. Produced various exhibit contents and prototypes leveraging scientific data, including CT scans, biomechanical models, climate data, space observations and simulations from NASA, and more.

**Interactive Exhibit Developer, American Museum of Natural History** 2015-2016  
Developed key interactive exhibits for two special exhibitions opened in 2015 and 2016, collaborating with the media team members within the Museum's Exhibitions department.

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- Lead Developer, The Ability Lab, New York University** Jun-Sep 2015  
Developed the lab's first gamified experience that facilitates stroke rehabilitation providing visual and auditory responses to the positions of their limbs affected by the disability.
- Freelance Architect, Studio KCA** April, 2015  
Pavilion design, 3D modeling and rendering for an installation project in collaboration with NASA's Jet Propulsion Lab and Ove Arup for World Science Fair 2015.
- Creative Technologist Intern, Live Events, R/GA New York** Jun-Aug 2014  
Worked on onsite activation projects that varied from prototyping interactive installations through planning experimental retail stores with emerging tech components.
- Stage Designer, Yonsei Media Arts Project** 2010-2011  
Designed and managed stage production for multimedia performances.
- Junior Architect, Space Group** Jun-Dec 2007  
Architectural design for a cave ecology museum, graphic contents, scaled models and the national exhibition of selected architects.

### Presentations

- Designing the World at IGNITE® SXSW, Online** Mar, 2020  
Future of XR at Cultural Institutions
- Augmented World Expo EU 2019, Munich, Germany** Oct, 2019  
Implementation of XR in Cultural Institutions
- Association of Science and Technology Centers Conference, Canada** Sep, 2019  
Redefining the Interactive Experience in Museums using Emerging Technologies
- SIGGRAPH 2019 - Immersive Pavilion, Los Angeles, CA** July, 2019  
Science Plus Magic: Designing VR for Natural History Museum
- Data Visualization Summit, Boston, MA** Sep, 2016  
Emerging Media and Science Visualization
- Data Viz Camp, United Nations, New York, NY** July, 2016  
Visualizing Science for Museum Visitors @AMNH

### Skills

- Creative Coding** Unity, openFrameworks, Cinder, OpenGL, Processing  
**Web** Node.js, Three.js, P5, HTTP, CSS, JS  
**UX** Adobe XD, Figma, InVision, Sketch  
**3D Production** AutoCAD, Rhino, 3ds Max, Maya, MeshLab, MeshMixer, V-Ray, Sketch-Up  
**Other** Arduino, physical computing, 3D printing and scanning
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