Hye Min Cho

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Work Experience:

Osk Studio, Los Angeles **2019 - Present**
Creative Technologist
A member of the core creative team and a collaborative contributor responsible for translating conceptual and artistic ideas into technical strategies that can effectively communicate them. Focuses on exploring emerging technologies and incorporating the latest research to augment and amplify creative expression.

- In close creative collaboration with the directors, ensured the technical implementation aligned with the vision and bridged the gap between creative ideas and technical feasibility.
- Modified machine learning algorithms to generate artwork that fits the studio's artistic vision.
- Curated and processed data to build robust datasets and trained custom machine learning models.
- Developed extensions for machine learning algorithms to efficiently generate content and integrate them into other parts of the production pipeline.
- Built Houdini HDAs to augment and visualize data generated by the machine learning algorithms.

Major Projects:

- *RÜFÜS DU SOL - Next To Me* (Official Music Video), video
- *Hyperspace: A.I. Exploration* by Beck and NASA, video
- *Algorithmic Chef*, Everyday experiments, Space10, web
- *Mood Blossom*, Everyday experiments, Space10, web

Works by Casey Reas, Los Angeles **2018 - 2020**
Technical Lead

- Trained custom GAN models experimenting with different hyperparameter settings and image augmentation strategies.
- Developed and maintained tools to generate various modes of animation from the model.

Major Projects:

- *"Making Pictures with Generative Adversarial Networks"*, Artists + Machine Intelligence, Google, book
- *Alchemical*, Casey Reas and Jan St. Werner, exhibit

Works by Rebecca Allen, Los Angeles **2020-2020**
Technical Lead

- Modified training scenario and trained intelligent agents using Unity ML-Agents Toolkit.

Major Projects:

- *Limbo*

Exhibition and Publication of Personal Works:

Hye Min Cho is a media artist who, through her works, visualizes the qualities of computational methods of perception and their differences from human perception. She uses machine learning technologies to make renditions of the familiar that reveals unfamiliar qualities that arise as a product of the algorithm's process. Her works are reflections of the machine-mediated beings we are starting to become.

Morphogenesis I : Coast, Shrub, Forest, 2022

- ACM SIGGRAPH '22 Art Gallery, Vancouver, Canada, paper
- Public Art CA, Inaugural Digital Collection by the State of California, California Natural Resources Agency, Sacramento, CA, collection
- DiVA "Digital, Interactive and Visual Arts" Vol.54, 2023, journal

Letter from C, 2020

- Generative Unfoldings, MIT Center for Art, Science & Technology (CAST), Cambridge, MA, exhibit

Fullyconnected-autorefractor, 2020

- Computer Vision Art Gallery, Conference on Computer Vision and Pattern Recognition (CVPR), exhibit
- FLAT Issue 01: Halt, journal

石 *(Rock),* 财 *(Wealth),* 壶 *(Kettle),* 笔 *(Writing brush),* 松 *(Pine)*, 2019

- AI Art, NeurIPS, Vancouver, Canada, exhibit
- An Unreal Unity, New Wight Gallery, Los Angeles, CA.

Under a Red-black tree, 2018

- The Emergent, Supercollider, Inglewood, CA

Talks and Presentations:

Artwork Presentation, Opening Celebration, Public Art CA, 2022

Artist Talk, New Media Caucus, CAA, Los Angeles, CA, 2018

Skills:

Python, PyTorch, Tensorflow, Tensorflow.js, Javascript, Java, C++, C#, Openframeworks, OpenGL Shading Language, Houdini, Redshift renderer, Unity Game Engine, Git, Debian Linux

Korean (fluent), Mandarin Chinese (fluent), Japanese (intermediate)

Education:

UCLA, Los Angeles, CA : 2019
MFA in Design | Media Arts

UC Berkeley, Berkeley, CA : 2017
BSc. in Electrical Engineering and Computer Science
Regents' and Chancellor's Scholarship

Areas of Focus:

Machine Learning, Artificial Intelligence, AI Art, Generative Art, Computer Graphics, Image Processing, Data Visualization