

Eugene Bae Park
765 N. Hampden Ave.
Apartment 340
St. Paul, MN 55114
916.599.1814

Assistant Professor / Graphic Design
University of Minnesota, Twin Cities
College of Design

CURRICULUM VITAE

Updated Jan. 2016

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EDUCATION

Rhode Island School of Design

Master of Fine Arts: Graphic Design
Degree Obtained: May, 2013
Thesis: Observations & Models
Thesis Committee: Hammett Nurosi,
Clement Valla, and Andrew Sloat
Advisor: Bethany Johns

California State University, Sacramento

Bachelor of Science: Graphic Design
Degree Obtained: May, 2011

University of California, San Diego

Bachelor of Science: Physics
Degree Obtained: June, 2008

RESEARCH INTERESTS

- Data Visualization
- Graphic Design
- Interaction Design
- Digital Humanities
- Scientific Epistemologies

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ACADEMIC APPOINTMENTS**University of Minnesota, Twin Cities**

Assistant Professor
Graphic Design
August, 2013–Present

Rhode Island School of Design

Instructor
Graphic Design
December, 2012–May, 2013

PROFESSIONAL EXPERIENCE**Dubberly Design Office**

Intern : Visual and Interaction Design
May, 2012–August, 2012

Created visual, information, and interaction designs for various software companies through conceptual modeling, mapping and information architectures. Clients include: Amazon, Google and Alere Health Systems.

Brown University

Research Collaborator : Designer
November, 2011–May, 2012

Worked with the research staff from the Department of Cognitive Science, Linguistics & Psychological Sciences to explore new methods of visualizing scientific data in both print, web and interaction mediums.

Collaborative Services, CSUS

Student Designer
August, 2010–August, 2011

Designed promotional materials for campus events and art gallery shows in Sacramento State. Deliverable include: posters, postcards, signage, wayfinding, digital signs, web banners, motion graphics, and banners.

FUEL Creative Group

Design Intern
November, 2009–March, 2010

Developed concept sketches and prototypes for branding, publications, web sites, advertisement for the design studio in located in midtown Sacramento. Also carried out the responsibilities of press checks, project management, presentation to clients and communicating with vendors.

NASA, ISS Earthkam

Student Intern
January, 2007–June, 2008

Served as an orbits propagator and image analyst for the NASA program based in La Jolla, California. Tasks were comprised of annotating photographs taken from the International Space Station (ISS), acquiring vectors from Houston, and performing error analysis of the ISS orbit.

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REFEREED JOURNAL PUBLICATIONS

Park, E. and Hamamoto, C. (2014) *Systems & Processes: Information Design as Algorithms and Concept Maps*. The International Journal of Design Management and Professional Practice, Volume 8, Issue 1. Common Ground Publishing. 19–32.

Park, Eugene. (2014) *Observations & Models*. The International Journal of the Image, Volume 4, Issue 3. Common Ground Publishing. 29–35.

REFEREED PAPERS: PUBLISHED PROCEEDINGS

Park, E. (May 2014). *Code + Design: Computer Programming as Design Tool, Process, and Craft*. 2014 UCDA Education Summit, Madison, WI.

CREATIVE SCHOLARSHIP

Park, E. (November 2015). *Resilience Convergence 2014 Poster*. Print Magazine 2015 Regional Competition: Midwest. Print Magazine 69.5. 106.

Design work submitted to competitive juried publications that was peer reviewed.

REFEREED PRESENTATIONS

Park, E. (May 2015). *Network Science as Design Tool: The Assumptions and Issues Behind the Structure and Visual Rhetoric Behind Networks*. 2015 UCDA Design Education Summit, Brookings, SD.

Park, E. (March 2015). *Numbers We Leave Behind: The Design Behind Data-driven Self Portraiture*. Ninth International Conference on Design Principles and Practices, Chicago, IL.

Park, E. (June 2014). *Visual Expressions from Private Data*. VISCOM: The Visual Communication Conference 2014. West Greenwich, RI.

Park, E. and Hamamoto, C. (January 2014). *Systems & Processes: Information Design as Algorithms and Concept Maps*. Eighth International Conference on Design Principles and Practices, Vancouver, Canada.

Park, E. (October 2013). *Observations & Models*. International Image Conference, Chicago, IL.

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GRANTS

National Science Foundation: C3PO: *Customizable Computer Coaches for Physics Online*. \$248,918 (\$7858 to Park). Co-PI: Leon Hsu (lead PI) and Ken Heller. (7/1/2015–6/30/2017).

INVITED PRESENTATIONS

Park, E. (December 2014). *Applications in Network Visualizations in Higher Education*. Hennepin-University Partnership. Minneapolis, MN (local).

Park, E. (November 2014). *Opportunities in Data Visualization*. Saint Cloud State University. Saint Cloud, MN (regional, with honorarium).

Park, E. (March, 2014). *Articulating Science with Design*. University of Minnesota, College of Design. St. Paul, MN (local).

Park, E. (March, 2014). *Collaborative Learning Opportunities with Science and Design*. University of Minnesota, Physics Education Research Group. Minneapolis, MN (local).

ON-GOING PROJECTS**Physics Coaching Software**

Initiated July, 2015

Collaboration with faculty Kenneth Heller and Leon Hsu from the Physics Education Research Group to design an interface to teach students how to effectively solve college-level physics problems.

Service Learning Hub

Initiated October, 2013

Collaboration with faculty Ange Wang, Sue Chu, and Pat Hemmis to design and implement a service-learning hub that will enhance partnerships between the university and its community / professional partners. My specific role is to assist in defining user tasks, constructing information architecture, user testing, and interactivity.

Mapping Cyclical Processes

Initiated October, 2013

Mapping project that will identify, highlight, and analyze cyclic processes found in the core sciences (biology, chemistry, and physics). Currently gathering data.

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COURSES TAUGHT

GDES 5342: Advanced Web Design

University of Minnesota, Twin Cities

Fall, 2013–2015 / 3 credits / 17–22 students / Taught 5 times

Advanced-level interaction design class that emphasizes coding in Javascript to create interactive platforms on the web. Visual form and user experience are emphasized as core objectives.

GDES 5341: Interactive Design

University of Minnesota, Twin Cities

Fall, 2015 / 3 credits / 20 students / Taught 1 time

Advanced-level interaction design class that focuses on the design processes of creating screen-based interactions on mobile and desktop environments.

GDES 4343: Data Visualization I — Mapping Information

University of Minnesota, Twin Cities

Fall, 2014 – Spring, 2015 / 3 credits / 7–14 students / Taught 2 times

The only class taught at the University of Minnesota that challenges students to investigate the visual rhetoric behind data visualization offer new experimental modes of abstraction/representation.

GDES 2342: Web Design

University of Minnesota, Twin Cities

Spring, 2013 / 3 credits / 22 students / Taught 1 time

Introductory web design class that taught students HTML/CSS and usability testing for interactive platforms for the internet.

GRAPH 3105: Systems and Processes

Rhode Island School of Design

Winter, 2013 / 3 credits / 16 students

Created and proposed a new class that expanded the information design curriculum at RISD. Students who took the class come from various backgrounds such as architecture and biology, including those from Brown University.

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COURSE DEVELOPMENT

GDES 5342: Advanced Web Design (Curriculum Change)

University of Minnesota, Twin Cities
Fall Semester, 2014

Course changes were proposed and approved by Graphic Design faculty to shift focus towards web production (use of webfonts and cms), responsive web, and experimental technology (motion sensing, voice interfaces, etc.) to redefine interactivity in the web.

User Experience: Service Design Studio

University of Minnesota, Twin Cities
Fall Semester, 2014

Developing a new studio course that will challenge students to shift their views of design from singular objects to creating systematic platforms (services) that will create value for customers/users. Course development also consulted with Dr. Kathleen Harder to complement class with HUMF 5874.

GDES 5343: Data Visualization II — Interactive Information

University of Minnesota, Twin Cities
Fall Semester, 2013

Created/proposed a new class that will serve as an intermediate/advance-level course for the data visualization curriculum that challenges students to create platforms that enable users to interact with data.

GDES 4343: Data Visualization I — Mapping Information

Rhode Island School of Design
Fall Semester, 2013

Created/proposed a new class that will serve as an entry-level course for the data visualization curriculum. Building upon the foundations in typography, form, and color, students will explore the visual articulation of data.

SERVICE

College Academic Technology Committee [Committee Chair]

University of Minnesota, Twin Cities
Fall Semester, 2014–Present

Apparel Design Search Committee

University of Minnesota, Twin Cities
Fall Semester, 2014–Present

Resilience Convergence 2011: Organizer/Designer

University of Minnesota, Twin Cities
Fall Semester, 2014

Common Ground Publishing

Academic Journal Peer Reviewer
Fall Semester, 2013

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GDES 2399W: Design and Its Discontents [Guest Lecturer]
University of Minnesota, Twin Cities
Fall, 2013–Spring, 2014

ADVISING

Karl Engebertson
MFA Graphic Design Track
Fall, 2014–Present

PROFESSIONAL DEVELOPMENT

Early Career Teaching Program: University of Minnesota
Minneapolis, Minnesota
September, 2014–Present

Eyeo Festival 2014
Minneapolis, Minnesota
10–14 June, 2014

Diversity in the Curriculum: Transforming Your Syllabus Workshop
Minneapolis, Minnesota
Fall, 2013

INST-INT 2013
Minneapolis, Minnesota
15–16 November, 2013

AIGA Design Conference: Head, Heart, Head
Minneapolis, Minnesota
11–13 October, 2013

Edward Tufte Workshop: Presenting Data and Information
Boston, MA
March 21, 2012

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