

Minjoo Jang

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SUMMARY

Undergraduate Student at the University of Texas at Austin with a passion for bridging new technologies and crafting innovative narratives. I strive to develop immersive experiences that inspire new perspectives on the intersection of creativity and technology across various mediums.

EDUCATION

THE UNIVERSITY OF TEXAS AT AUSTIN

Austin, TX

Bachelor of Science in Arts and Entertainment Technologies (AET)

Expected May 2026

Certificate in Elements of Computing

- Texas Leadership Scholars Program (2022 - Present)
 - Scholarship Program (1 out of 20 students at UT) which will cover your tuition and fees and the average cost of room and board (up to your financial need) based on academic merit and FAFSA Status.
- UT For ME Program (2022 - Present)

WORK EXPERIENCE

AR/VR Visual Programmer (Texas Advanced Computing Committee), Austin, TX

Jan 2025 – Present

- Contributing to the development of interactive and immersive VR/AR applications for data visualization and exploration, utilizing 8th Wall and Unity 3D game engine. Currently working as a collaborator for the Vis for CS Education to create tablet-based lessons that are “gamified” to teach computer science concepts to a wider community

UNIVERSITY PROJECTS

AGAINST THE COLD (Virtual Reality)

Nov 2024

- Created a VR Survival Guide to the Texas Freeze, incorporating movement and key interactions to create an immersive experience using Gravity Sketch, Substance Painter, Maya, Photoshop, After Effects and Unity.

VINYL VISIONS (Programming/Design)

Nov 2024

- Programmed a generative art project that recreated the experience of a classic vinyl record within a digital sphere using Processing in VS Code.

AET SHOWCASE (Drone/Projection Mapping)

Apr 2024

- Collaborated with Verge Aero Drone Company to display personalized drone art at the showcase alongside building projection.
- Worked with 20 other students to create the final piece.

ADDITIONAL

Technical Skills: Experienced in Java, Python, Processing, C++, C#, Gravity Sketch (3D Modeling in VR), Hog4, QLab, Vectorworks, Reaper; Acquainted with Adobe Photoshop, After Effects, Premiere Pro, Blender, Maya, QTM (Qualisys Track Manager) (Mocap), Unreal Engine, Unity

Soft Skills: Active Listening Skills, Good Communication Skills, Flexible, Collaborative, Prominent Critical Thinking Skills, Project Management, Problem Solving Skills

Languages: Fluent in English, Korean; Conversational Proficiency in Spanish

Honors/Awards:

- College of Fine Arts Student Excellence Scholarship Department of AET (2024 – 2025)
- Fine Arts Honors Scholarship (2024 – 2025)
- M.K. Hage Endowed Scholarship in Fine Arts Department of AET (2024 – 2025)
- Inclusive Leadership (Pathway to Leadership Program by Texas LEAD) (2023)
- Texas Leadership Scholars Program (2022 – Present)
- Tommy Tune Nomination [Outstanding Orchestra] (Concertmaster) (2022)
- Honam Scholarship (2022)
- Musical Masters Award (2018, 2022)
- Exceptional Worker Pride Award (2022)