

# *Design Portfolio*

Professional Work  
Creative Endeavor & Practice Publications

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**Ji Young Cho**

**Ji Young Cho**

Assistant Professor  
Interior Design Program,  
College of Architecture and Environmental Design  
Kent State University, OH  
Office 330- 672-9720 E-mail: [jcho4@kent.edu](mailto:jcho4@kent.edu)



# Interior Design: 1st Place

## A Place Where Technology and Tradition Meet

Ji Young Cho, University of Missouri Columbia

This is a project to renovate the main conference room of the National Assembly of South Korea in Seoul. The main concept of this project can be described as “creating a unique space where the new technology and traditional aesthetics meet.”

The request from the Korean Assembly was to make a conference room with up-to-date equipment that would show simultaneously Korea’s advanced information technology and the country’s traditional sense of beauty. Therefore, the most significant issue for the designer was to interpret and express traditional aesthetics harmonized with technology. At the same time,

Figure 1: Traditional Korean Aesthetics



**INTERIOR DESIGN: 1st PLACE**  
 Title: A Place Where Technology and Tradition Meet

it was important to symbolize the essential meaning of the Korean Assembly through a physical environment. The design solution symbolizes the space as a venue for making national decisions and to create a form inspired by one of the strongest traditional inventions of their predecessors: the first Korean sundial (Ang-bu-il-gu, 1434, by Young-sil Jang), the first exactly measured Korean map (Dae-dong-yeo-ji-do, 1861, by Jeong-ho Kim), and the first Korean map of the stars (Cheon-sang-yeol-cha-bun-ya-ji-do, 1395, by Kun Kwen).

The first Korean sundial was chosen as an inspiration for symbolizing the space.

The first sundial (Ang-bu-il-gu), which informs people of the time and the date, is interpreted as coinciding with the Korean Assembly in terms of showing the direction of its present and its future. Moreover, it manifests the succeeding spirits of scientific challenge and inventions, from the sundial to Korea’s top information technology industry. The sundial is represented in the ceiling with the decoration of the Korean native characters (Hun-min-jung-em) in frosted glass and light metal.

The traditional atmosphere also is expressed in the use of color and pattern. The traditional five colors are yellow, blue, white, red, and black, and each one has its own meaning: yellow (center of the universe), blue (power of the whole creation), white (truth), red (passion), and black (wisdom). Beyond these meanings, the five colors represent the coexistence of the whole creation in one space as well as expressing the spirit of harmony of the diversity. The five basic colors were used in the fabric panels of the main walls, which are good for absorbing noise.

Figure 3: Main Conference Hall 3-dimensional Perspective



Figure 4: Furniture Plan Alt 1



Figure 5: Furniture Plan Alt 2

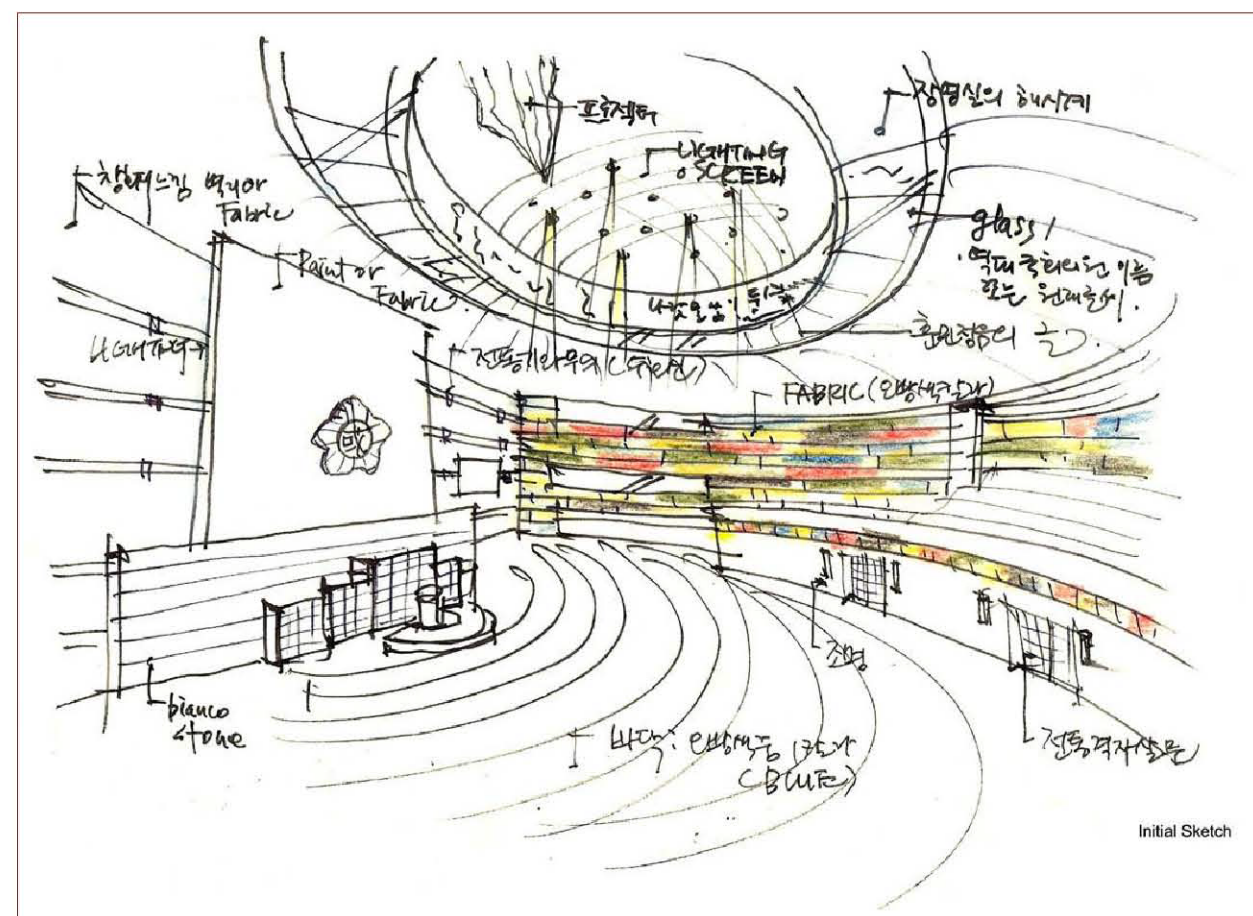




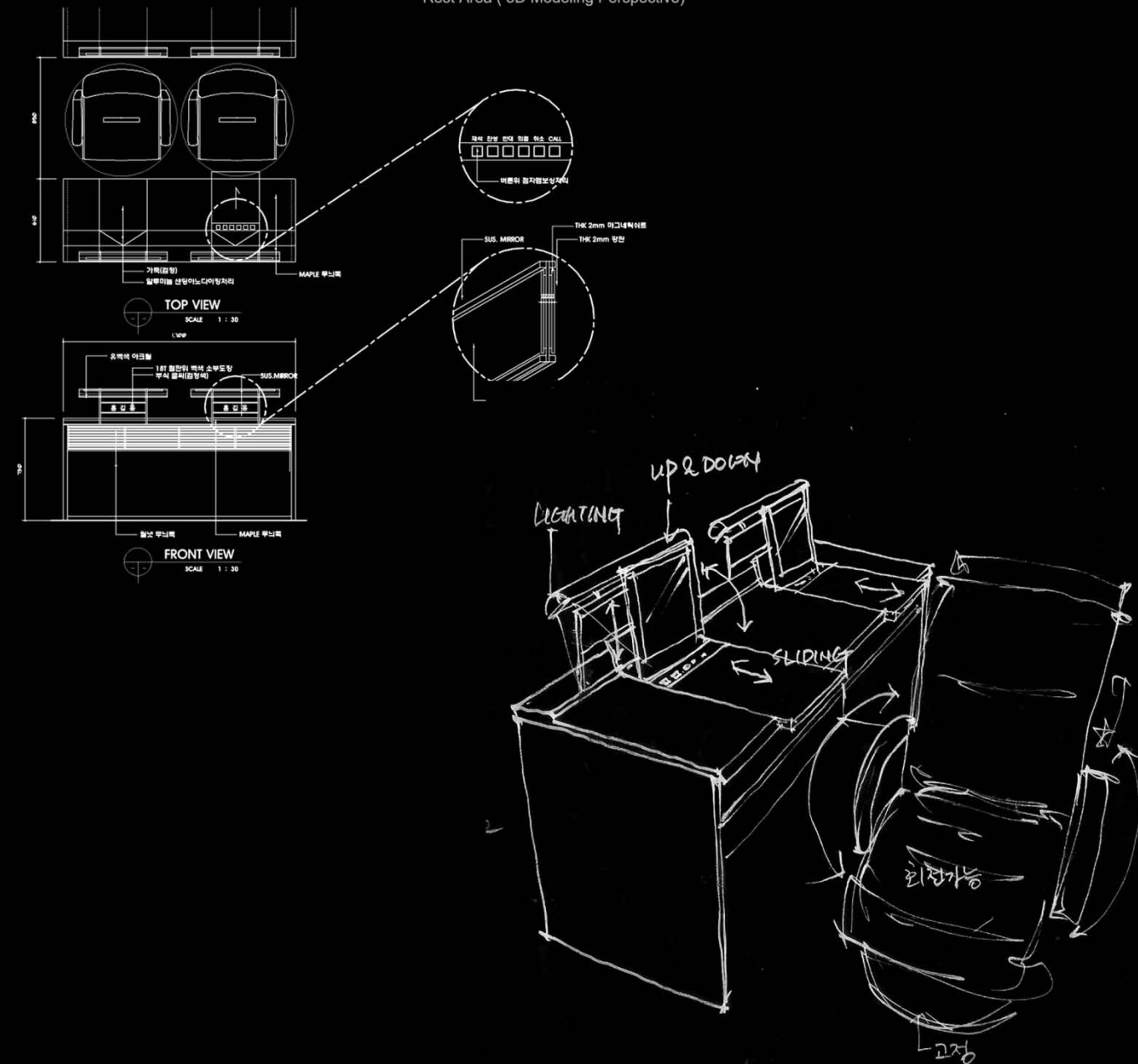
Korean paper was designed to be used on the front wall because it is durable and retains warmth; it is still popular for use in modern houses in Korea instead of glass windows. Also, the inlaid wood decoration on the front wall has traditional lattice patterns that function as a cover for speakers and lighting fixtures. Furniture design focused on flexibility for both computer use and diverse discussion, and it was designed to be able to raise and lower the computer monitor on the desk.

Even though all the ideas could not be realized, and due to the duration of the construction period and the budget, only the furniture was built, this project has a valuable meaning that reminds us of the importance of harmonizing the traditional aesthetics of Korea with modern digital technology.

Figure 2: Initial Sketch



Rest Area (3D Modeling Perspective)





## PROFESSIONAL WORKS

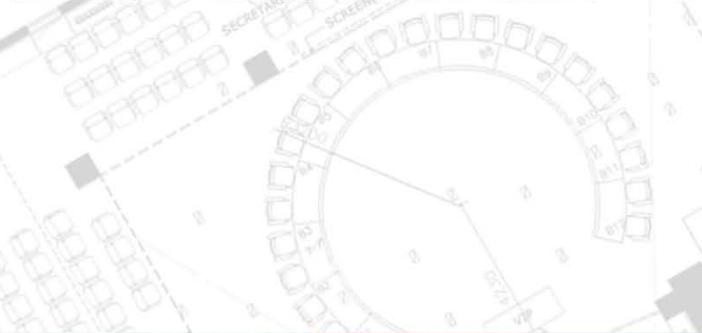
Government Office & Public - Seoul City Hall Main Conference Room Renovation (2000)

### Project Summary

Client: Seoul City  
Program: Conference Room renovation  
Design Period: Feb. 2000-May 2000  
Location: Seoul, Korea  
My Assignment: Interior concept design, design development,  
drawing and presenting construction document

This was a renovation project for the conference hall in the Seoul City Hall. My design proposal was selected as the 1st winner in the national competition for Seoul City Hall renovation. The client asked me to turn the conference room, that had a very low quality in soundproof and acoustic systems and lighting system, into a high-tech, fully featured environment adequate for national conferences, presentations, administration examinations and even dining parties. At the same time, the building was asked to accommodate all the needs for network communication in the digital age.

I researched the history of the hall, and found that it was built in 1920 by the Japanese occupants who showed a disregard for traditional Korean architecture with the neo-classical style. I came to the conclusion that "contrast within the fence of preservation" as the angle from which to pursue this renovation project. Leaving the structural elements of the architecture (molding, columns, etc.), I sought to design the elements that cast a sense of future with simple language using powerful images. As a result, I designed a large lighting structure in the shape of a pendant using glasses. Through this project, I had many serious discussions with professors and historians about "preservation versus replacement", and learned much about carving new meaning into the structure while leaving the current historical elements.



3D Modeling Perspective

The early plan was to replace the wall that stands between the hall and the hallway with a glass that represents the transparency of the city government, but it was rejected for the sake of security.



Elevation





PROFESSIONAL WORKS

Government Office & Public - Seocho-gu Children's Library Renovation (2004-2005)

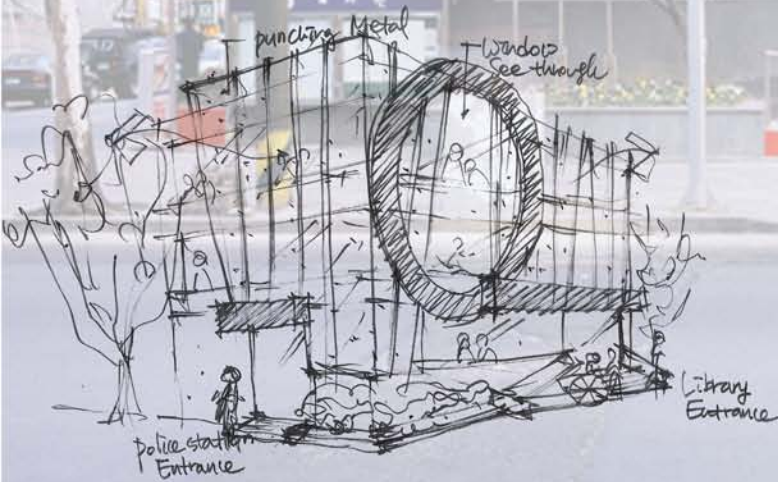
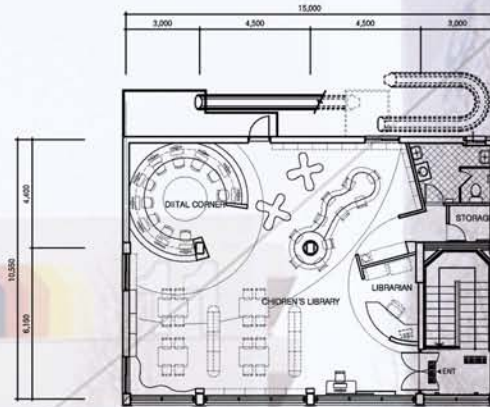
Project Summary

Client: Seocho district office  
 Program: Room for preschoolers, room for children, etc.  
 Design & Construction Period: Oct. 2004-Apr. 2005  
 Location: Seoul, Korea  
 My Assignment: Architecture & Interior & furniture & signage concept design, design development, presentation, directed through completion of construction

Seocho district office asked me to renovate an old police station into a children's library after seeing my design of the Gwacheon Public Library of Information & Science. The original building was an old small three-story building, and I decided to change the exterior of the building totally in order to attract children and neighborhoods.

However, in order to build the most effective design within the given budget, I decided not to replace all the existing structure. Instead, I affixed thin punching metal covering on the exterior surface of the building to give the building a completely new look and to ensure unobstructed views from the inside. The punching metal was placed diagonally in irregular positions, and a big circular ring was placed on it to catch children's attention.

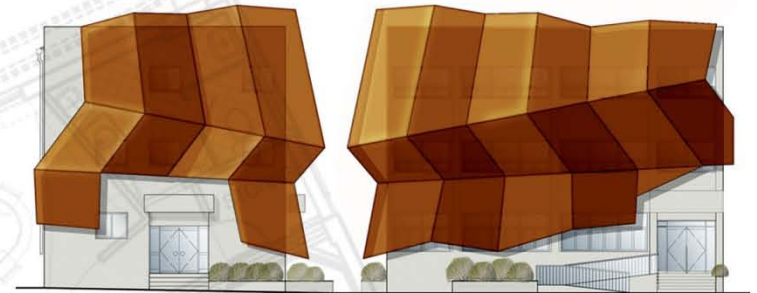
As a circle does not have pointed corners as do rectangles or triangles, the ring stands for many meanings: for example the cute boy trundling a hoop in the 1988 Seoul Olympic Games, hope, harmony, and equality. The theme of equality represents the character of the public tasks the library shall host. Our company received a honorary award from the head of the ward for this project.



Ji young Cho



Exterior Design Study



3F Room for Children



2F Room For Preschoolers





PROFESSIONAL WORKS

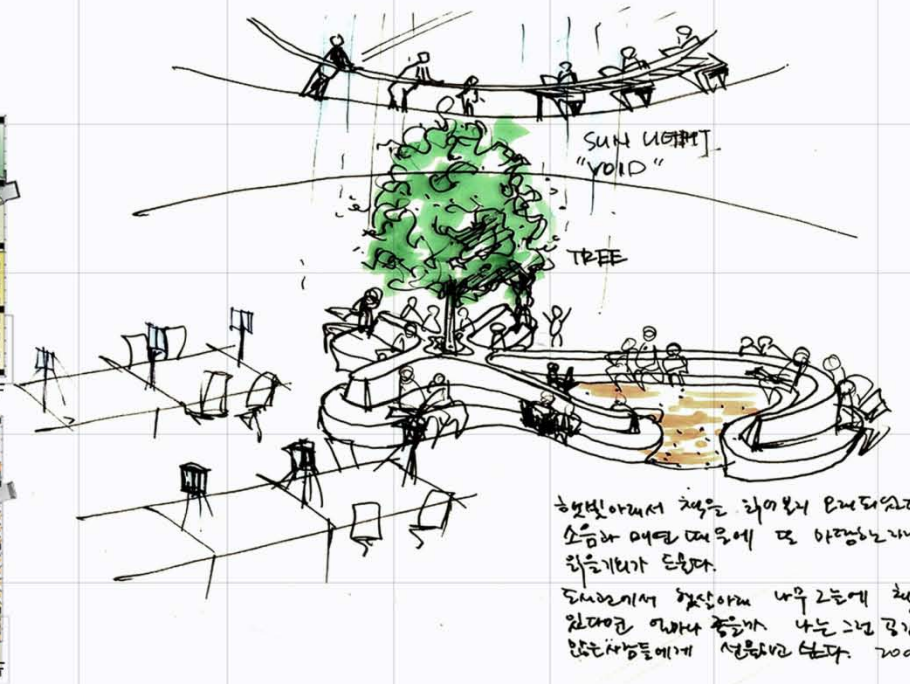
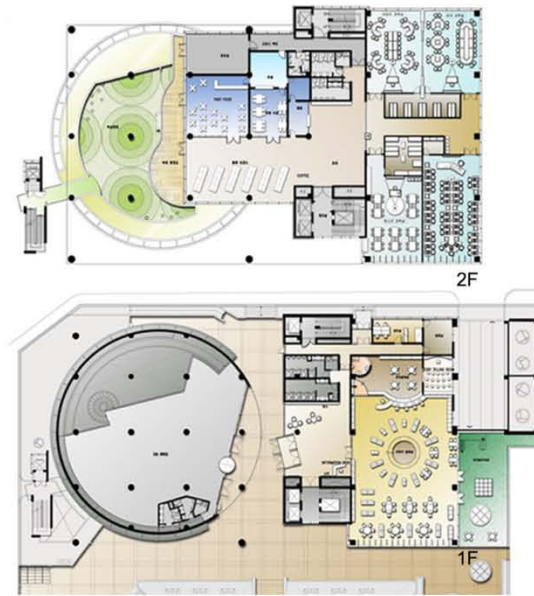
Government Office & Public - Gwacheon Public Library of Information & Science (2001-2002)

Project Summary

Client: Gwacheon City  
 Program: Lobby, family room, room for children, etc.  
 Design Period: Aug. 2000-Apr. 2001  
 Location: Gwacheon, Korea  
 My Assignment: Interior & furniture & signage concept design and design development documentation, presentation, directed through completion of construction

This project was designing interior space for a new public library in Gwacheon, a suburban city near Seoul. An architectural firm "E-Gong" was responsible for architecture design, while I was responsible for the interior design, customized furniture design and signage design. I wanted the library to be a place for people of all ages, especially for children, parents, the elderly and the disabled. I participated in active discussions with architects, the director of the library, and citizens trying to co-build 'a better library in every aspect. Also, I researched the worldly famous libraries, and analyzed them regarding lighting, furniture, usage of material, and signage design.

After opening, this library has been loved by many users with all ages due to the comfortable furniture, lighting, interior environment, architecture, landscape, and diverse service for users. I am delighted to see our efforts to build a public space with high aesthetic and functional qualities fit to the new technology finally came true. The project also provided me with valuable opportunities to work with excellent professionals. The construction company received an award from the Architectural Culture Competition in 2002.



Initial Sketch



Ji young Cho



1F Rooms for children and preschoolers ( 3D Modeling Perspective)



3F Periodical / 3F Electronic Data Room



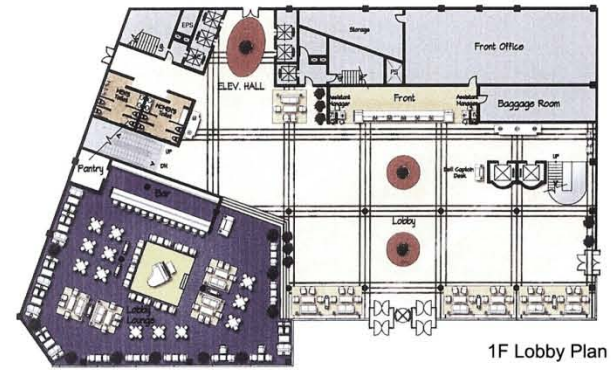
## PROFESSIONAL WORKS

Hotel & Golf club - Africa Angola Sheraton Hotel (2004)

### Project Summary

Client: Sonangol corp  
 Program: Lobby, restaurant, banquet, casino, room, etc.  
 Design Period: Dec. 2004 –  
 Location: Angola  
 My Assignment: Interior concept design and design development

I have been working on the Sheraton Hotel, which was supposed to be built in a wealthy complex in Angola, Africa. An architectural firm "Space Group" was taking responsibility for the building design while our company was responsible for the interior design. Based on the concept of "Diamonds", our objective was to build classy, decorative and dazzling spaces, much like jewelry. To accomplish this, we employed glossy materials such as marble, glass, high-glossy patterned wood and paint, which stood in contrast with the matte carpets.



1F Lobby Plan

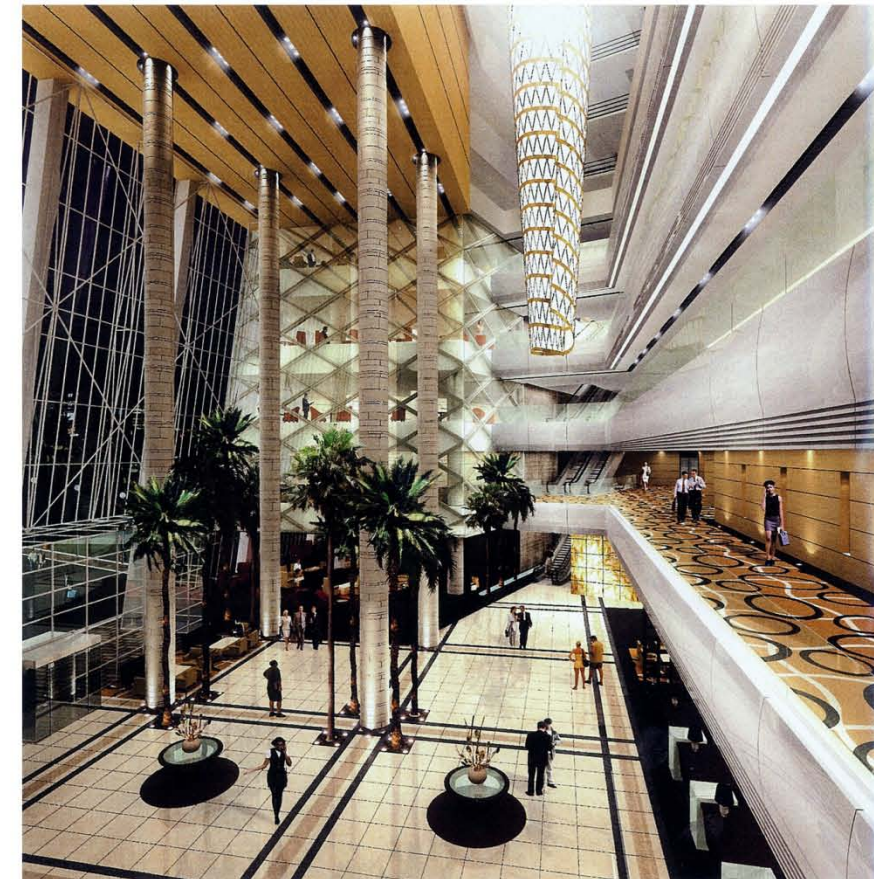
## PROFESSIONAL WORKS

Munmak Century 21 Golf Club House (2005)



1F Lobby Floor Plan

PROFESSIONAL WORKS



1F Lobby (3D Modeling Perspective)



### Project Summary

Client: Century 21 Golf Club  
 Program: Lobby, restaurant, sauna, shop, etc.  
 Design & Construction Period: Jun. 2005-Nov. 2005  
 My Role: Facade & Interior & furniture, concept design and development, presentation documentation, directed through completion of construction

This project was building a golf club house with nine halls in addition to an already existing club house with 36 halls. I was responsible for the interior design and determining the colors and materials to be used for architecture. The motif from slanted roofs, much like the shape of mountains in the "Gang-Won" state in Korea, was applied to the walls. Simple materials and shapes were then used to emphasize the volume of the masses rather than decorations. We also used patterned wood and matte tiles as primary materials. In addition, custom-designed lighting fixtures enhanced the structural appeal of the slanted ceiling.



1F Lobby (3D Modeling Perspective)



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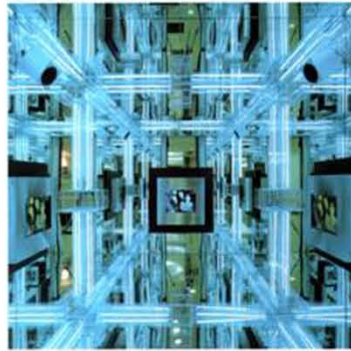
PROFESSIONAL WORKS

It & Entertainment - SK Telecom TTL ZONE (1999-2000)

Project Summary

Client: SK Telecom  
 Program: Space for youngster (rest area, experience corner, etc.)  
 Design & Construction Period: Jan. 1999-Oct. 2000  
 Location: Seoul/Taejun/Kwangju, Korea  
 My Assignment: Architecture & interior & furniture & signage concept design, design development, documentation, presentation, directed through completion of construction

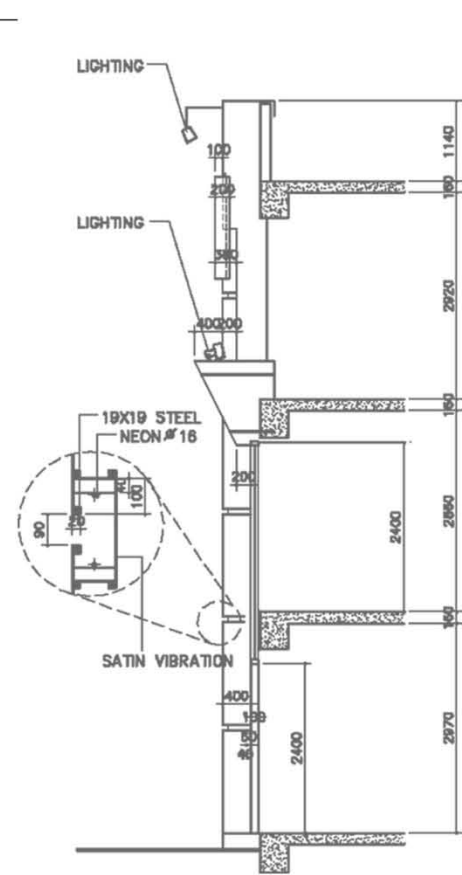
This project brought much success to SK Telecom, one of the leading tele-communication companies in Korea, when it began its cellular phone service for young people. It may not seem quite new nowadays, but the project produced a service that was considered cutting edge in 1999. I wandered for several days around the Myeong-Dong area looking for spatial elements that would appeal to the 18 to 23 year old generation. I still remember myself observing and interviewing teenagers and young adults to understand their habits of using mobile phones and preferred activities for their free time.



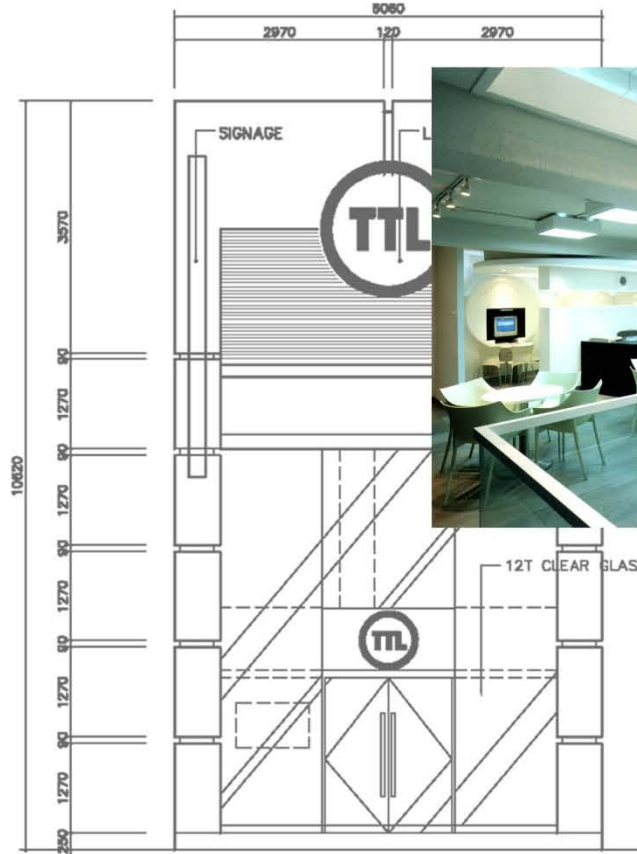
1F-Cube Space; Six sides are made of mirror expressing expansion of space



Facade



Floor Plan of TTL in Daejun



Top, Bottom right ; TTL in Apgujung, Seoul  
 Bottom left ; TTL in Gwanju

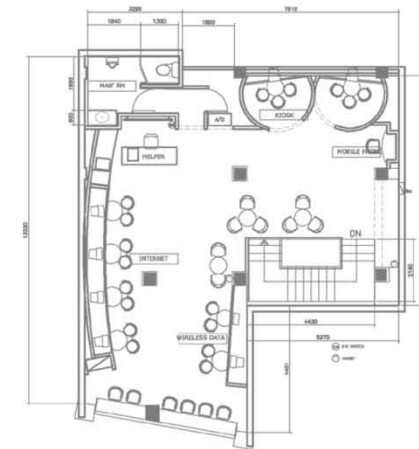
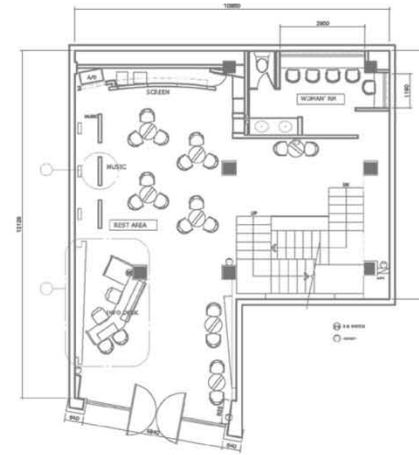


TTL in Apgujung, Seoul



Initial Facade Sketch

Ji Young Cho



PROFESSIONAL WORKS



PROFESSIONAL WORKS

Commercial Space - Bean Pole Flagship Store (2003- 2004)

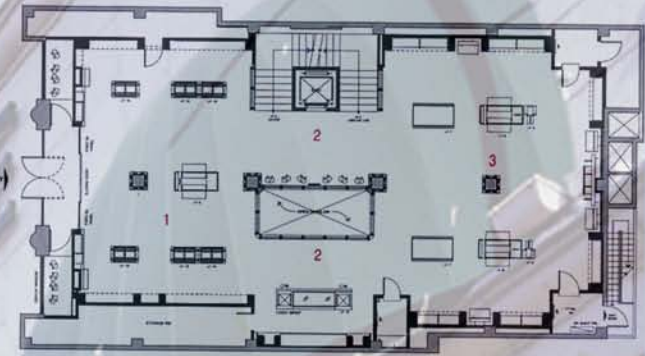
Project Summary

Client: Samsung Cheil Textile Industries  
 Program: Fashion shop  
 Design & Construction Period: Sep. 2004-Mar. 2003  
 Location: Seoul/Sunchon, Korea  
 My Assignment: Architecture design, design development, design team supervision presentation  
 MKDG (USA): Concept design and design development  
 Joong Ang Design: Design development and construction

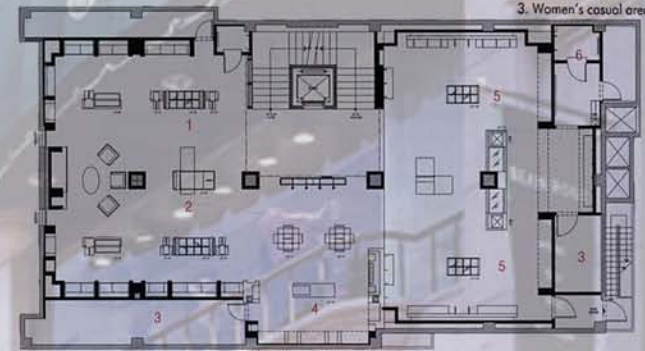
Bean Pole, one of the popular fashion brands under the Cheil Textile Industries, wanted to launch an ambitious, aggressive and updated marketing strategy through the establishment of the flagship store. While an American design firm MKDG took the responsibility of producing the design plan, our company was responsible for the development of the design and the actual installment of the Myeong-Dong branch shop, the first flagship stores the Bean Pole in Korea.

The client requested the original checker pattern of Bean Pole's fabric to be naturally presented in the new space, so we developed different kinds of applications of checker pattern fit to the four lines of clothing — menswear, women's wear, kids' wear and golf ware. After research of customer behaviors and a marketing analysis of Myeong-Dong branch's new design, we designed and completed construction of other flagship stores such as the Ehwa Women's University branch, the Gang-Nam branch, the Tower Palace or the Sooncheon branch fit the target customers and existing shape of the building.

Personally I prefer the store design of Tower Palace branch. This project motivated me to have interested in the relationship between brand identity and store design.



- 1. Accessories area
- 2. Circulation area
- 3. Women's casual area



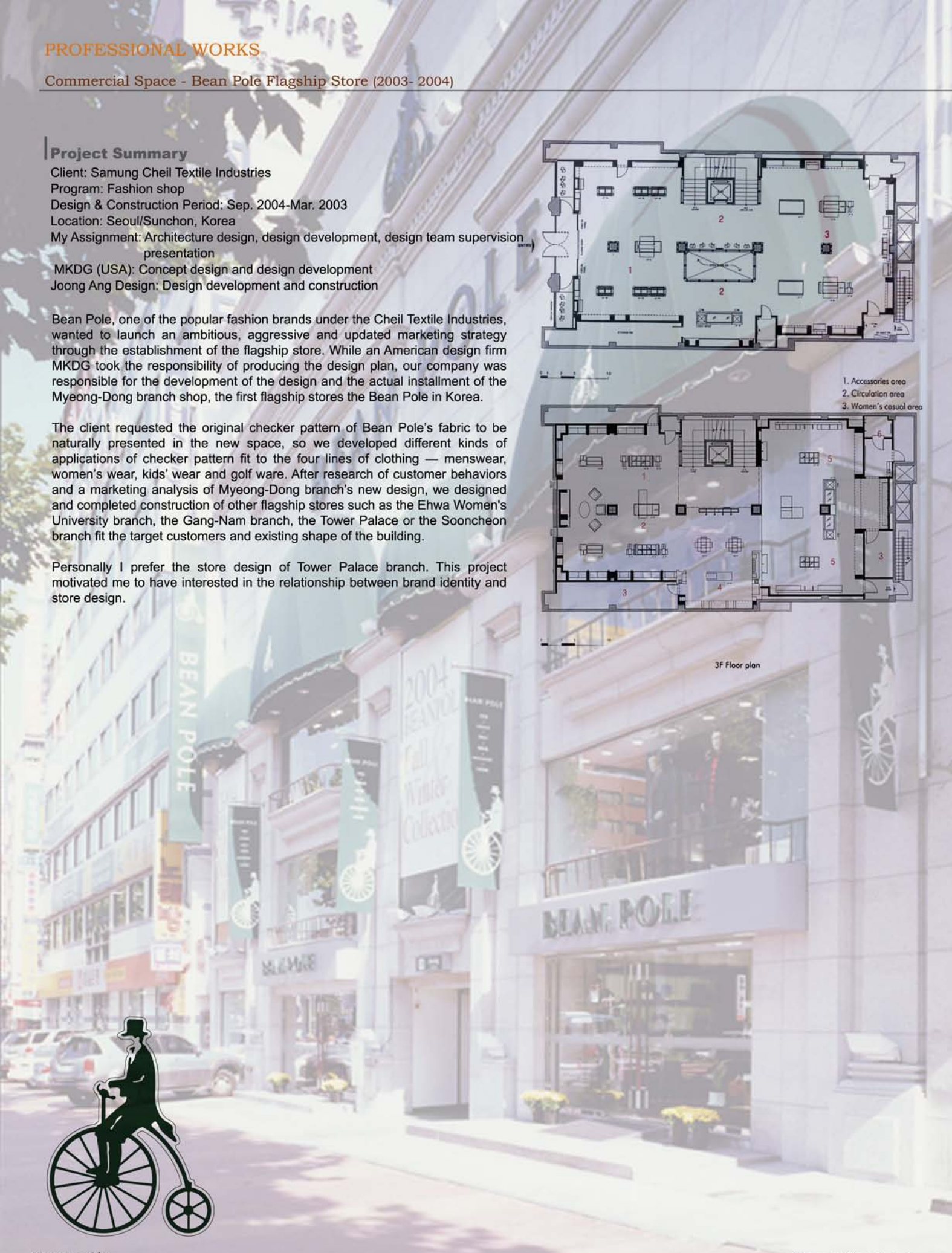
3F Floor plan



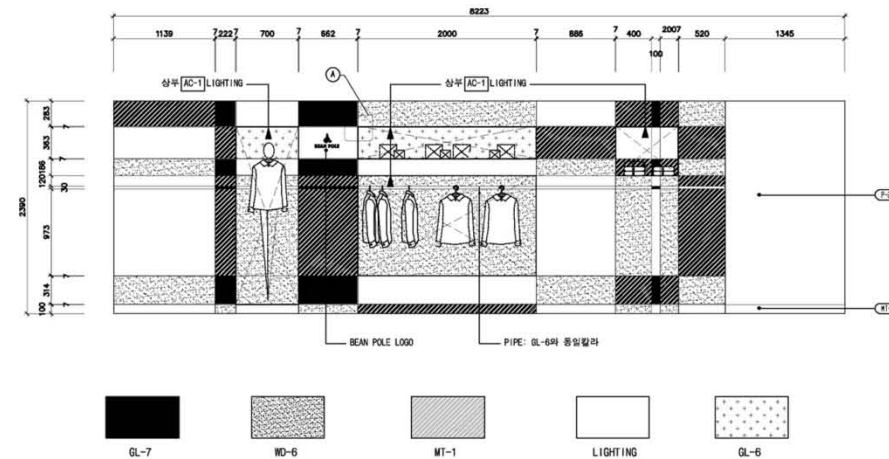
Bottom and Right; Towerpalace Store



Above ; Myeong-Dong Store, Seoul  
 Left ; Sunchon store, Seoul



Gangnam Store Facade



- GL-7
- ND-6
- MT-1
- LIGHTING
- GL-6





## PROFESSIONAL WORKS

IT & Entertainment - KT U-CAFE & D.N.S.(Digital Nomad Space) (2005)

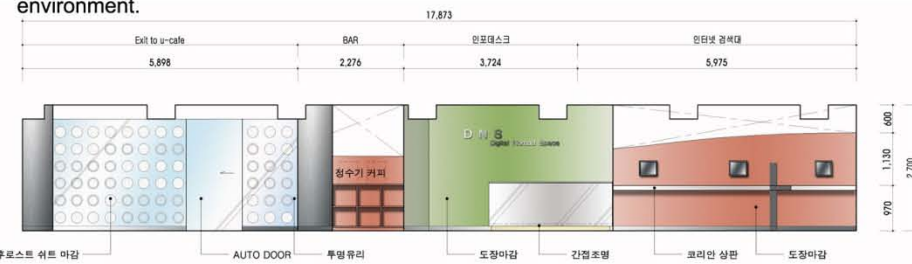
### Project Summary

Client: Korea Telecom  
 Program: Mobile office service  
 Design & Construction Period: Jun. 2005- Oct. 2005  
 Location: Seoul, Korea  
 My Role: Interior & furniture & signage design, design development and presentation

I worked on a project that required renovation of some parts of the ground floor of the Korea Telecom (KT) Laboratories. The goal of this project is to make a mockup, before they would actually launch the DNS, a new mobile office service, so that the clients could acquire feedback and responses from users. DNS that stands for "Digital Nomad Space" was a service for people who want to continue working while on the move to rent a workplace temporarily, in order to meet business partners, use laptops, use conference room, and have a rest. I defined and designed the space according to four keywords, "ubiquitous, usable, unique and urban," based on the concept: "Four U (For You)." Overlapping circles, diagonal lines and free curves were used to generate a balance between tension and relaxation in addition to the harmony between technology and the natural environment.



Clockwise From Top ; Digital Space . Conference Room . Entrance



Digital & Nature Space



## PROFESSIONAL WORKS

Exhibition Space - Space & Astronomy Museum (2004)

### Project Summary

Client: Kunpo Municipal Corporation  
 Program: Roof garden, exhibition hall, rest area, etc.  
 Design & Construction Period: Jan. 2004-Sep. 2004  
 Location: Kunpo, Korea  
 My Assignment: Landscape (roof garden) Interior & exhibition concept design, design development, drawing, presentation and presenting construction document

This project is a space and astronomy museum in Kunpo, Korea. Kunpo Municipal Corporation wanted to have a small museum to provide a cultural space for the public as well as boost the municipal's industry by attracting visitors. This museum consists of three areas: a space exploratory area, a broadcasting exploratory area, and an astrophysical observatory in the roof-top garden. Basically it was designed for children's exploration and experience, but the museum still attracts many adults because people can enjoy looking at the stars at night in the center of the city.



Astrophysical observatory in the roof garden



Space exploratory Museum



Broadcasting exploratory area



PROFESSIONAL WORKS



## PROFESSIONAL WORKS

It & Entertainment - Samsung Everland Naver Plaza (2000)

### Project Summary

Client: Samsung Everland & Naver

Program: PC game contest room

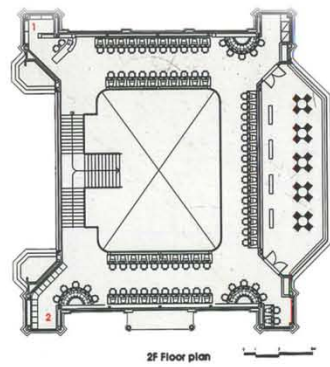
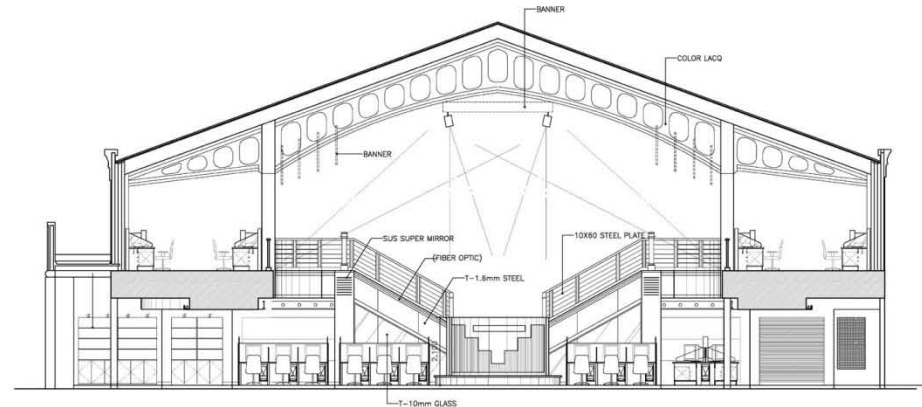
Design & Construction Period: Mar. 2000–Jul. 2000

Location: Mar. Yongin, Korea

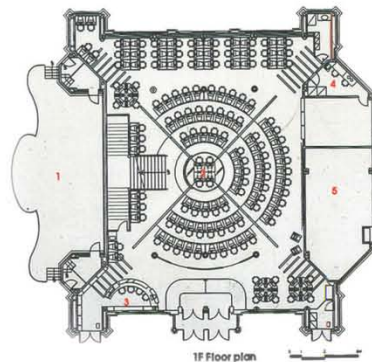
My Assignment: Architecture & interior & furniture & signage concept design, design development, documentation, presentation, directed through completion of construction

Naver plaza, located in the Samsung Everland complex, was designed to hold a large-sized computer game contest and its broadcasting. The design concept was to create an atmosphere reminding of spacecraft as well as a safari in Africa, where people can explore wild natural environment.

I kept the existing building structure that overlooks the whole first floor from the second floor and designed the game contest to be held in the middle of the first floor by providing a big circular stage. The circular stage was made of luminous materials so as to give an extensive feeling like the "sword of Jedi Knights" from the movie of *Star Wars*. A stage relay broadcast was established on the second floor to overlook the whole game hall so as to comment on the game contest. A large-sized screen was established for the whole wall beside the stairs in order to show the game contest and to hold special events.



1. Cashier  
2. Resting area



1. Band performance stage  
2. Stage  
3. Cashier  
4. Office  
5. Machinery room



The circular stage is made of luminous materials





## PROFESSIONAL WORKS

Education Facility & Office - Samsung Everland Service Academy Renovation (1999-2000)

### Project Summary

Client: Samsung Everland

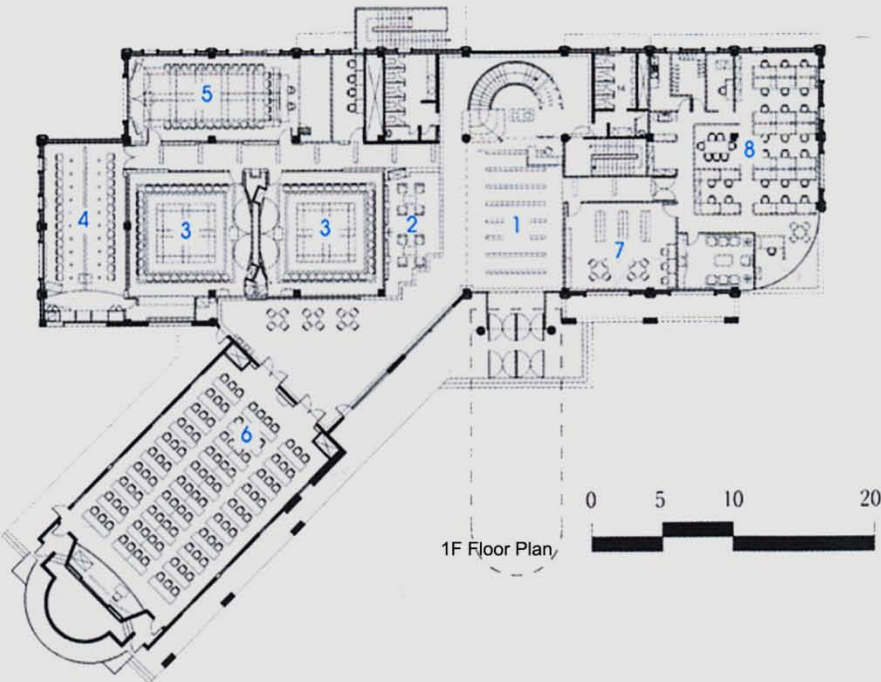
Program: Lobby, rest area, lecture room, etc.

Design & Construction Period: Sep. 1999-Feb. 2000

Location: Yongin, Korea

My Assignment: Interior concept design, design development, drawing, presentation and presenting construction document

On a renovation project for a dedicated etiquette education, located within the Samsung Everland complex, I used pastel tone colors to create a warm and soft atmosphere to present the impression of hospitality. The instructors of the education center were more than pleased, and after renovation, this building was chosen for the site of a movie shoot, "A Day."



1F Lobby



2F Lecture room



2F Customer's Lounge

## PROFESSIONAL WORKS

Education & Office - Korea Telecom Freetel's Metropolitan Customer Center (2001)

### Project Summary

Client: Korea Telecom Freetel

Program: Lobby, workplaces, restaurant, auditorium, etc.

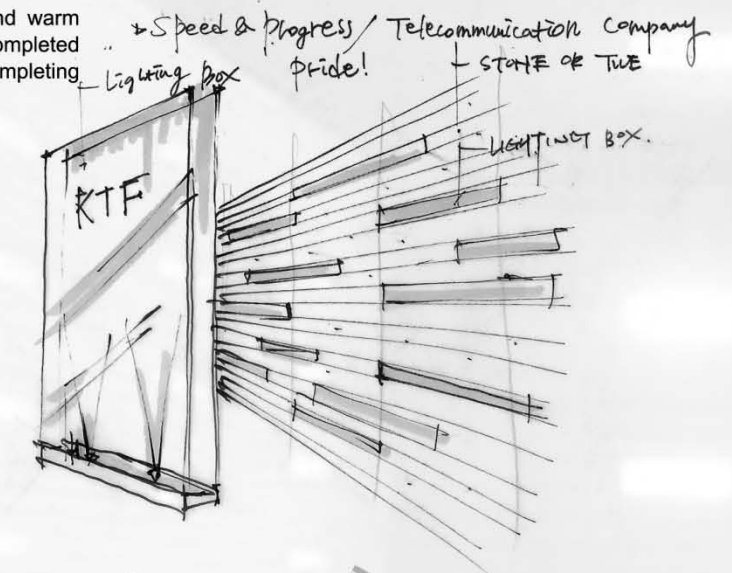
Design & Construction Period: Jan. 2001-Mar. 2001

Location: Seoul, Korea

My Assignment: Interior concept design, design development, drawing, presentation and presenting construction document

Korea Telecom Freetel's (KTF) Metropolitan Customer Center was produced after the merger of two leading telecom companies (KTF and KTM). The customer center needed to establish a new brand image that incorporates the two companies' existing brand images.

Considering the unique qualities of a telecommunications service, I analogized the images of speed, accuracy and high-tech capabilities, and installed walls that gave off an image of light moving fast into a certain direction. Lights were installed among the non-reflective dark color tiles for a more dominant lighting effect. The primary colors of KTF and KTM— orange and green—were used in the workspace of the customer center, in order to create lively and warm environment. This project was probably the fastest project I have completed because it took only three months- from the start of the design to the completing construction.



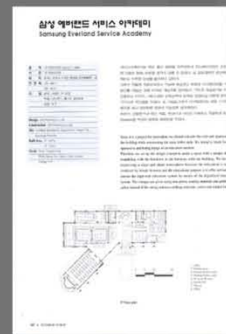
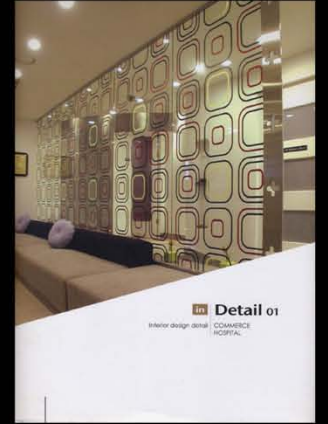
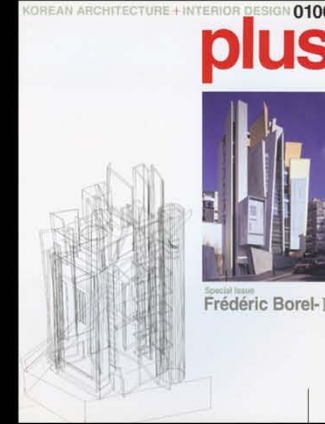
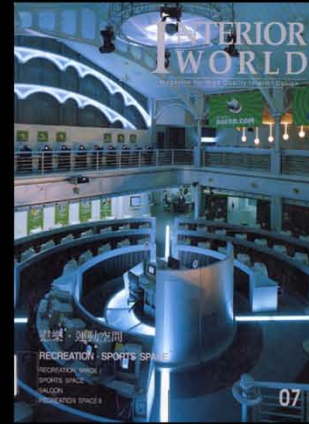
1F Lobby



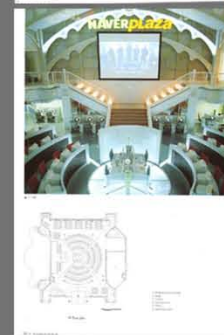


## Creative Endeavor and Practice Publications

- Cho, J. Y. (2008). A Place Where Technology and Tradition Meet, *Journal of Interior Design*, 33 (3), 68-70.  
 "Bean Pole Myeong Dong Flagship Store," *Interior World Fashion Shop & Hair Beauty Shop* (2004)  
 "Lexington Hotel," *Interior Design Detail Commercial & Hospital* (2004)  
 "Gwacheon Public Library of Information & Science," *Plus* (2003)  
 "Seoul City Hall Main Conference Room" & "Naver Plaza," *Interior Architecture 1* (2001)  
 "Naver Plaza," *Interior World Recreation & Sports Space* (2001)  
 "Seoul City Hall Main Conference Room" & "KTF Customer Service Center," *Plus* (2001)  
 "Seoul City Hall Main Conference Room" & "KTF Customer Service Center," *Space* (2001)  
 "Service Academy" *Interior World Education & Welfare Space* (2000)  
 "Service Academy," *Lighting & Interior* (2000)  
 "SK Telecom TTL ZONE," *Interiors* (1999)



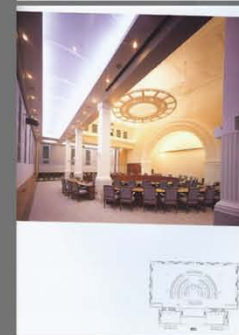
"Service Academy"  
*Interior World Education & Welfare Space*  
 Apr. 2000



"Naver Plaza"  
*Interior World Recreation & Sports Space*  
 Jul. 2001



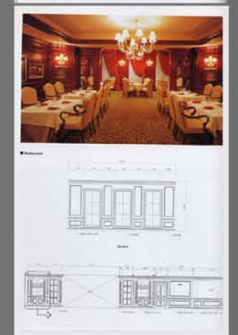
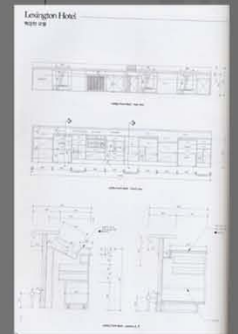
"Seoul City Hall Main Conference Room"  
 & "KTF Customer Service Center,"  
*Space* May. 2001



"Seoul City Hall Main Conference Room"  
 & "KTF Customer Service Center,"  
*Plus* June. 2001



"Bean Pole Myeong Dong Flagship Store,"  
*Interior World Fashion Shop & Hair Beauty Shop*  
 Sep. 2004



"Lexington Hotel,"  
*Interior Design Detail Commercial & Hospital*  
 Apr. 2004



## Major Project List

### PROFESSIONAL WORK EXPERIENCE

Senior Designer & Project Manager	<b>Joong Ang Design, Seoul, Korea</b> (2001-2005) www.jad.co.kr Designed and directed projects from conceptual design through completion of construction in Korea and overseas. Designs included existing building renovation, interior design, new building façade design, space planning, furniture design, and signage design. Presentation to client and leading teams for international or national design competitions. Mentoring internship designers
Project Designer	Joong Ang Design, Seoul, Korea (1998-2000)
Designer	Joong Ang Design, Seoul, Korea (1995-1997)
Assistant Architect	Moonwha Architect, Pusan, Korea (1994-1995)

### SELECTED DESIGN PROJECTS

#### Joong Ang Design Senior Designer (Jan. 2001-Oct. 2005)

Jun. 2005-Nov. 2005	<b>Munmak Century 21 Golf Club House</b> Assumed duties: Architecture (facade) & interior & furniture design, design development, presentation, directed through completion of construction	Munmak, Korea
Jun. 2005-Present	<b>Palace Hotel Renovation</b> PDI (USA): Concept design and design development Joong Ang Design: Design development and construction Assumed duties: Design development and design team supervision	Guam
Jun. 2005-Nov. 2005	<b>Ioncity Complex (Shopping Complex)</b> Assumed duties: Interior & furniture & signage concept design and design development, documentation, presentation, directed through completion of construction	Pusan, Korea
Jun. 2005- Oct. 2005	<b>KT U-CAFE &amp; DNS (Digital Nomad Space)</b> Assumed duties: Interior & furniture & signage concept design, design development, documentation, presentation, directed through completion of construction	Seoul, Korea
Mar. 2005-Jun. 2005	<b>National Assembly Main Conference Hall Renovation: 1st winner in the national competition</b> Assumed duties: National competition, selected as the 1st winner Interior renovation, furniture, audio/video system design, design development and presentation	Seoul, Korea
Dec. 2004 -Oct. 2005	<b>Sheraton Hotel (5 Star Hotel)</b> Assumed duties: Interior concept design and design development	Angola
Oct. 2004-Sep.2005	<b>Samsung Everland Kids' Play Land</b> Forrec (Canada): concept and design development Joong Ang Design: Design development and construction Assumed duties:Design development, design team and construction supervision	Yongin, Korea
Oct. 2004-Apr.2005	<b>Seocho Children's Library Renovation</b> Assumed duties: Architecture & Interior & furniture & signage concept design and design development, documentation, presentation, directed through completion of construction	Seoul, Korea
Sep.2004-Dec. 2004	<b>Totoo&amp; (Hotel Shopping Complex)</b> Assumed duties: interior & façade design and design development of hotel rooms, and sports facilities	Seoul, Korea
May. 2004-Sep.2004	<b>Samsung SDI Vip Zone Renovation</b> Assumed duties: Interior & furniture & signage concept design, design development, documentation, presentation, directed through completion of construction	Chunan, Korea
Mar. 2003- Sep. 2004	<b>Bean Pole Flagship Store: Myeong Dong, Kangnam, Tower Palace</b> MKDGG (USA): Concept design and design development Joong Ang Design: design development and construction Assumed duties: Architecture design, design development, design team supervision	Seoul, Korea

Jan. 2004-May. 2004	<b>Lexington Hotel Renovation</b> Assumed duties: Architecture (facade) & interior & façade & furniture concept design, design development, documentation, presentation, directed through completion of construction	Seoul, Korea
Mar. 2004-Sep. 2004	<b>Space &amp; Astronomy Museum</b> Assumed duties: Interior & furniture & signage concept design, design development, documentation, presentation, directed through completion of construction	Kunpo, Korea
Dec. 2003-Sep.2004	<b>China Sun Plaza (Theme Park)</b> RPA (USA): Concept design and design development Joong Ang Design: Design development and construction Assumed duties: Design team supervision, design development	Dalian, China
May. 2001-Oct. 2002	<b>Cheju Hyatt Regency Suit Floor Renovation</b> Diana Simson (Australia): Concept design and design development Joong Ang Design: Design development and construction Assumed duties:Design development and design team supervision, construction supervision, furniture design	Cheju, Korea
Apr. 2001-Aug. 2001	<b>Samsung SDI Research Institute Renovation</b> Assumed duties: Interior & furniture & signage concept design, design development, documentation, presentation, directed through completion of construction	Suwon, Korea
Jan. 2001-Apr. 2001	<b>Korea Telecom Freetel's Metropolitan Customer Center</b> Aasumed duties: Interior & furniture & signage concept design, design development, documentation, presentation, directed through completion of construction	Seoul, Korea

#### Joong Ang Design Junior Designer (Jan. 1998-Dec. 2000)

Aug. 2000-Apr. 2001	<b>Gwacheon Public Library of Information &amp; Science</b> Assumed duties: Interior & furniture & signage concept design and design development, documentation, presentation, directed through completion of construction	wacheon, Korea
Mar. 2000-Jul. 2000	<b>Samsung Everland Naver Plaza Renovation</b> Assumed duties: Architecture & interior & furniture & signage concept design, design development, documentation, presentation, directed through completion of construction	Yongin, Korea
Feb. 2000-May 2000	<b>Seoul City Hall main Conference Room Renovation: 1st winner in the national competition</b> Assumed duties: National competition, selected as the 1st winner Designed and directed from conceptual design through completion of construction	Seoul, Korea
Jan. 2000-Mar. 2000	<b>Samsung Electronics Semiconductor Millennium Project</b> Assumed duties: Concept design, design development, drawing and presenting construction document	Kihung, Korea
Sep. 1999-Feb. 2000	<b>Samsung Everland Service Academy Renovation</b> Assumed duties: Architecture & interior & furniture & signage concept design, design development, documentation, presentation, directed through completion of construction	Yongin, Korea
Jan. 1999-Oct. 2000	<b>SK Telecom TTL ZONE</b> Assumed duties: Architecture & interior & furniture & signage concept design, design development, documentation, presentation, directed through completion of construction	Seoul/Taejun/Kwangju, Korea
Mar. 1998-Oct. 1998	<b>KT&amp;G Building Vip Zone, Restaurant &amp; Exhibition Hall</b> Assumed duties: Interior & furniture & signage concept design, design development, documentation, presentation, directed through completion of construction	Seoul, Korea

#### Joong Ang Design Designer (Nov.1995-Dec.1997) Internship (Jul.1995-Oct.1995)

Oct. 1997 -Dec. 1997	<b>Samsung Automobile Exhibition Hall</b> Noman Foster (Italy): Concept design and design development Joong Ang Design: Design development □ construction Assumed duties: Design development and construction drawing, construction document	Suwon, Korea
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