An interactive projection piece where the participant is placed in a seemingly mundane environment (in this case an office cubicle). In this space, nothing initially seems out of the ordinary, but as the participant starts typing on the computer, they notice that every key corresponds with an animation that is then projected onto the surrounding environment. For instance, when pressing the space bar, an animation of a monster will appear on a sticky note attached to the wall. However, on the screen they’re still just typing on an excel sheet or word doc. This juxtaposition is meant to mimic the distraction of daydreaming during work, and eventually lead the participant in a downward spiral where their work becomes secondary and the daydreams take over.
**SKIPPING STONES**

**VR EXPERIENCE**

An interactive VR experience that allows the user to travel between islands using skipping stones as the mode of teleportation. Meant to be a calming exploration experience.

**VIDEO INSTALLATION SERIES**

**SERIES OF PROJECTIONS ONTO VARIOUS OBJECTS**

A series of video installations projected onto items of connected meaning. From left to right we see a video of the red light district projected onto a Barbie toy, a burning book, and an ultrasound on a watermelon.
A hat meant to connect Korean culture with religion. In this design we see the use of both Korean and English characters to create the word Jesus.

A zine that documents the stories of undocumented students in America and their resistance to the societal stigmas placed on them.