SOYUN PARK

Soyun Park is a South Korean interdisciplinary artist, researcher, and educator based in The Hague, Netherlands. Her work studies the relationship between the political structures of media technology and the human body. She gazes at these subjects through critical and humorous perspectives, choreographing audiovisual devices that challenge the boundaries of cinema.
Investigating the power dynamics of surveillance and machine learning software embedded in society and bodies, she employs play, subversion, and hacking in making, using them as tools to reveal underlying predicaments. She navigates these themes with a poetic lens, taking the form of videos, installations, and performances that interweave fictional, personal, and societal narratives. Leading a community-driven studio RGBdog, she also teaches at educational institutions globally with her passion towards education. She has exhibited and performed at media art festivals, cultural venues and film festivals, including Rewire Festival (NL), Nederland Fotomuseum (NL), Ars Electronica (AT), CTM Festival (DE), Jeonju International Film Festival (KR) and iii workspace (NL). Her co-directed film 'Wunderkammer 10.0' was awarded a Special Jury Prize at the Jeonju International Film Festival in 2022, and she was selected for Faces of We Are Europe in the same year.

WEBSITES

Personal portfolio

soyunparrrk.com
Studio website

rgbdog.studio

SOCIAL MEDIA

instagram.com/soyunparrrk
www.linkedin.com/in/soyun-park-rgbdog/

PLATFORM

RGBdog

MEMBER OF A PROFESSIONAL ASSOCIATION/ARTISTS' ASSOCIATION

Kunstgreep 95

EDUCATION

2024 - 2026	Master of Film Amsterdam, Academie voor Beeldende Vorming diploma
2019 - 2019	Summer Academy Hackers and Designers
2017 - 2021	Graphic Design Den Haag, Koninklijke Academie van Beeldende Kunsten diploma
2016 - 2017	Interactive Media Design RMIT University, Melbourne, Australia
2009 - 2012	Fine Art Chugye University for the Arts diploma

EXHIBITIONS

2026	Textura B West Den Haag, Netherlands west-denhaag.nl/exhibitions/26_09_Textura_B Group
2026	Echoes of Tumult Kunstraum Kreuzberg/Bethanien Berlin, Germany www.ctm-festival.de/festival-2026/programme/exhibition Group
2025	Moving Media Lab A LAB Amsterdam, Netherlands Project 'Autonomy of a Fall'

PROJECTS

2027	The Neighbour soyunparrrk.com/projects/the-neighbour/ This research begins with a feeling of physical desensitisation, a life stripped of spontaneity—my body grown passive, predictable, and legible to algorithmic surveillance. At a moment when algorithmic systems increasingly govern public space and impose normalcy on our bodies, this research project, The Neighbour, examines collective methods of resistance.
2025	Autonomy of a Fall Cinedans soyunparrrk.com/projects/autonomy-of-a-fall/ In this

2025 VISION//ERROR Queer East London, United Kingdom queereast.org.uk/
Group

2023 Pluralities of Scale Nijmeegse Huis van de Geschiedenis Nijmegen, Netherlands
Group

2022 Jeonju International Film Festival Jeonju, Republic of Korea Received Special Jury Prize

2022 Sorry, Please Say It Again Dongdaemun Design Plaza (DDP) Seoul, Republic of Korea
Duo

2022 Rewire Festival Amare Den Haag, Netherlands
Performance 'Fantasia Realism' at Proximity Music
Duo

2021 DREMPELRUIMTE Nederlands Fotomuseum Rotterdam, Netherlands Exhibited at an exhibition with two other artists.
www.nederlandsfotomuseum.nl/tentoonstelling/drempelruimte-nacht-in-dag-uit/
Group

2019 In the future... The Grey Space in the Middle The Hague, Netherlands Group exhibition for KABK graphic design students thegreyspace.net/
Group

2019 Ars Electronica Ars Electronica Vienna, Austria
https://soyunparrrk.com/projects/translated_face_filter
ars.electronica.art/
Duo

2019 Fest Ancá Fest Ancá Žilina, Slovakia Nominated for International Competition for Music Video Award
www.festanca.sk/

theatrical experiment, the three artists explore the tension between subjective experience and external classification revolving around the concept of falling. Through surveillance, machine learning tracking movements of bodies, and collective decision-making, the work seeks to expose the power dynamics at play when bodies are categorised, interpreted, and controlled. The experiment invites the audience to observe, judge, and intervene in the movement of an individual engaged in the simple yet provocative act of falling.

2023 Bibimbap News WASTELAND Den Haag, Berlin, Netherlands soyunparrrk.com/projects/bibimbap-news/
In this research, we explore the possibilities of this seemingly unreachable North Korea by viewing through the prisms of stateless waste, ocean currents, virtuality, and technology travelling across the metaphorical and literal oceanic space. Contained within South Korea's geopolitical borders, this practice thrives—melding the material and immaterial—its pursuit of the exclusive domain of its citizens. And just as the ocean's currents and virtual movements are in constant flux, this narrative defies definitive culmination.

2022 Fantasia Realism iii / Instruments inventors initiative Netherlands soyunparrrk.com/projects/fantasia-realism/
Fantasia Realism is an audio-visual live performance experimenting with surrealistic experiences through the use of Artificial Intelligence. Drawing on the methodology of early 20th-century surrealist artists who used non-linear narratives as a way to explore pure unconsciousness, the artists used AI to develop the script of the performance using reality-based input words.

2021 In the Middle of Attention Nederlands Fotomuseum Rotterdam, Netherlands
soyunparrrk.com/projects/in_the_middle_of_attention
This work is part of the exhibition 'THRESHOLD SPACE' presented by The Nederlands Fotomuseum from January 21 to March 18, 2021. Curated by Anne Bousema, Conal Gilliand, Noemí Pascual Herrero, Minke van der Maas, Fiepke van Niel, and Lili Wallis. Windows photo courtesy Fred Ernst. (From the curator's words) "In the video work In The Middle of Attention, Soyun Park investigates what makes a photo meaningful for the history of Dutch photography. She searched various hashtags on Instagram, including #dutchphotography, to create a huge collection of Dutch photos. The artist's method results in two different layers of photography curation. Firstly, a large amount of images are downloaded by Park via a hashtag filter, whereby an autonomous form of curating the Instagram users is embraced by the artist. Secondly, Park then organizes and transforms these images herself into a moving presentation, in which her own creative and experimental form of curating comes to the fore on the basis of the hashtags. Park uses the flow of images in her work to adopt a critical stance. The title In The Middle of Attention ironically refers to the way Park puts a spotlight on all photography that could not be part of the Hall of Fame."

2021 Wunderkammer 10.0 Self-initiated Netherlands
soyunparrrk.com/projects/wunderkammer-10-0/
Patching together fragmented memories, the artificially-intelligent protagonist takes us through a virtual world based on reality. Wunderkammer 10.0 is a short audio-visual sci-fi film that depicts inequality in terms of assymmetrical access to data, the glorification of economic growth, and conflicting ideologies caused by globalisation. With the motto of 'fiction as practice', the project aims to reveal problems inherent to technology-driven societies that are subject to the powerful influence of monopolistic tech corporations.

2020 BedroomLiveOut RGBdog youtu.be/2f7isUvYpYA RGBdog invited 4 experimental electronic musicians working with Ableton, MaxMSP, TouchDesigner, neural networks and live coding. In a lockdown situation in their bedrooms, the 4 musicians created audio-reactive visuals with their sound, actively using experimental technology. BedroomLiveOut. is to support artists and to bring the community together to create and inspire experimental electronic music and the audio-visual world.

2020 The Last Dinner RGBdog youtu.be/HsxCr6gQzG4 What if the world is going to end and this is our last meal together? Since so many things are terminated due to the pandemic, It is not delusional to think of apocalypse — not as an end to life but about de(re)struction of things we are used to. By proposing an online dinning under this theme, we want to experiment with a virtual togetherness by the help of digital platforms, through re-contextualising online behaviour and in the relevance of physical isolation and apocalyptic discourse in this special time. In the painting The Last Supper by Leonardo, everyone sits on one side of the table to be able to face the viewer outside the canvas. Video chatroom allows us to recreate to scenario: we eat with each other, at the same time to an audience. with lovely people Sasha Gransjean, Simon Wald-Lasowski, Tabitha Swanson, Woulg

2020 A Collective Booklet for Computational Women Self-initiated Netherlands soyunparrrk.com/projects/computational_women A Collective Booklet for Computational Women is an open document project on google sheets to share stories of women with their machines. Any women can create their own sheet to share their photos and the stories they hold about their computers. It is created to protest against the stereotype and to empower our passion towards technology.

INTERNATIONAL EXCHANGES/RESIDENCIES

2025 Residency: Shellfish Productions at Grand Theatre Groningen, Netherlands For the project 'The Archive of the Lonely Body'

2024 Residency: Moving Media Lab (Cinedans) Netherlands Moving Media Lab is a place for creatives within the arts, design and science, who have an interest in the relationship between new technologies, movement and the body. cinedans.nl/p/moving_media_lab

2020 Residency: Studio Loos, The Hague Den Haag, Netherlands ‘Perspectives’ residency for a week, at Studio Loos, The Hague, NL with Sóley and Bimetric.

2020 Artist in Residence with iii Den Haag, Netherlands Perspectives is an ongoing performance research evolving around the phenomenon of perception points. During their residency at iii, the exploration focuses on the difference between the macro- and the micro relationship of humans and the constantly shifting machinery environment. The performance is a part of a larger work-in-progress that aims to re-evaluate the relationship between humans and their environment. instrumentinventors.org/residency/perspectives/

COMMISSIONS

2021 Re-__Performance and Speaker Series Nederland Fotomuseum United States Re-____ Performance and Speaker Series looks at what it means to re-sound, reexamine, and reimagine cultural knowledge through modes of experimentation, improvisation, and collaboration. Each participant builds upon a framework that allows for the processing of the past and the emergence of alternative patterns, while addressing the dynamics of spectatorship and display inherent in the context of exhibition. Designed and developed the identity and web for this online series. soyunparrrk.com/projects/reimagine

2020 Memory Bubbles City of Vienna Vienna, Austria In collaboration with Robert Gotham, we designed one of the large rooms of Rathaus (Vienna Town Hall) in Augmented Reality with the concept of 'Memory Bubbles', which holds and reveals the memories of the building. They have been integrated into a mobile app that young audiences can explore and collect the memories of the space with their extended eyes. (Produced, but the release postponed due to COVID-19) www.instagram.com/p/CFhStH_qySb/

2020 Balloons Forward Festival Vienna, Austria Commissioned by Forward Festival Magazine in Vienna, I participated on the magazine with an AR work. www.instagram.com/p/CAn9R1khAmw/

2019 Bethoven Today Sony Music Entertainment Berlin,

Germany For Beethoven's 250th anniversary, Sony Classical asked me to built an Instagram AR filter to promote both frontline and catalogue recording projects linked to the composer. The form of face filter has been chosen to broaden the usual audience for the classical music. soyunparrrk.com/projects/beethoven_today

PUBLICATIONS

2026 Datacraft E-book Geneva University of Art and Design Switzerland datacrafty.ch/map/custom-gesture-recognition?c=Recipe Video Essay and Research Publication

2026 Ninety-Nine Graphic Design Workshops Book Set Margins' James Dyer, Nick Deakin (eds) Netherlands www.setmargins.press/books/ninety-nine-graphic-design-workshops/ Essay

2025 Algorithmic Imaginations Book ArtEZ Press Marijke Goeting, Maaike van Neck (eds) Netherlands artezpress.artez.nl/books/algorithmic-imaginations/ Essay

REVIEWS

2023 A Conversation with Soyun Park Blog/Vlog Tim Rodenbroeker Germany trcc.timrodenbroeker.de/soyun-park/ Interview

2021 Dreaming of bridging generations with new technology, media artist Soyun Park TV YTN Republic of Korea www.ytn.co.kr/replay/view.php?idx=46&key=202102080315028174 As the main title describes: "Dreaming of bridging generations with new technology", I speak of my dream - to share the joy of creation with technologies by providing educational programs and bringing the communities together with my studio RGBdog. I also talk about my experience working in The Netherlands with generous support on art and cultures, encouraging experiments and valuable failures.

2021 DREMPELRUIMTE Website Nederland Fotomuseum Rotterdam, Netherlands www.nederlandsfotomuseum.nl/tentoonstelling/drempelruimte nacht-in-dag-uit/ Soyun Park geeft in samenwerking met Inwoo Jung een platform aan digitale amateurfoto's die niet opgenomen zijn in de Eregalerij. Tyler en Sebastian Koudijzer verkennen de samenwerking tussen fotografie en dichtkunst en Baha Görkem Yalim bevraagt het medium fotografie door middel van videokunst. Samen nemen de kunstenaars de ramen van het museum over om hun kritische artistieke visie te geven op de Eregalerij van de Nederlandse fotografie.

2021 Embracing Constraint Magazine Margarita Osipian Amsterdam, Netherlands thehmm.nl/embracing-constraint/ Interview with The Hmm

2020 RGBdog (Soyun Park) fragments the daily life of Princess Camel in I.F.O.M. Magazine FACT magazine United Kingdom www.factmag.com/2020/08/14/rgbdog-princess-camel-i-f-o-m/ Featured on FACT magazine.

2020 Building an Art x Tech Community Online & Offline with RGBdog Blog/Vlog Samiksha Nair Singapore medium.com/dev-genius/building-an-art-x-tech-community-online-offline-with-rgbdog-11a0a954b919 Discussion with RGBdog founder and artist Soyun Park on experimenting with audio-visual art with Touchdesigner and creating community-centric art experiences online and offline effectively.

AWARDS AND GRANTS

2023 Building Talents Fund Stimuleringsfonds Creatieve Industrie Netherlands Granted

2022 Special Jury Award Jeonju International Film Festival Jeonju, Republic of Korea Winner

2022 International Exchange Fund for Young Artists Arts Council Korea Republic of Korea Granted

SECONDARY ART-RELATED ACTIVITIES

2026 - -- Lecturer at Amsterdam University of Architecture On-going

2022 - -- Lecturer at ArtEZ University of the Arts, Design Art Technology Department On-going

2020 - 2020 Algorithmic Sound Series, Teaching on algorithmic visual production, masterclass, The Graduate Center, The City University of New York, USA (online)

2022 Faces of We Are Europe We Are Europe Selected

2021 Waag Technology and Society Award Waag Society Amsterdam, Netherlands Nomination

2021 International Collaboration Fund Stimuleringsfonds Creatieve Industrie Netherlands Granted

2021 Digital Culture Stimuleringsfonds Creatieve Industrie Netherlands Granted

2021 Pictoright Fund Pictoright Netherlands Granted

2021 Prins Bernhard Fund Prins Bernhard Culturrfonds Netherlands Granted

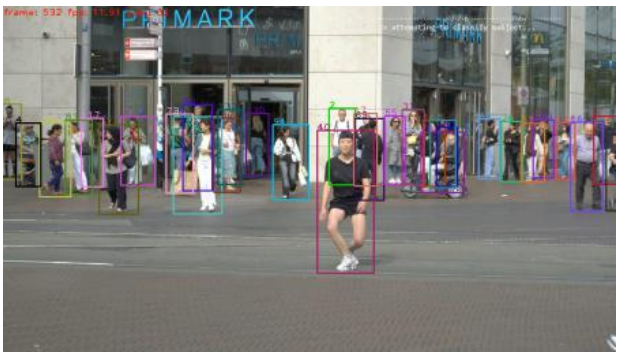
2019 Creax - Aphotic Zone Fest Ancá International Animation Festival Zilina, Slovakia Nominated for International Competition for Music Video Award, Fest Ancá, Slovakia

2020 - 2020 Creator Playground, Lecture on being an aritist in NL, organised by Korean Students Association and Embassy of Korea in the Netherlands. (online)

2020 - 2020 Creative Code Visual Art Showcase, Lecture on film making and TouchDesigner, organised by Creative Code Art and Never Knows Better. (online)

2020 - 2020 Womxn's Panel: Virtual Events and Design, Panel talk with the other panelist Lydia Caldana, organised by The RŌZ Projects. (online)

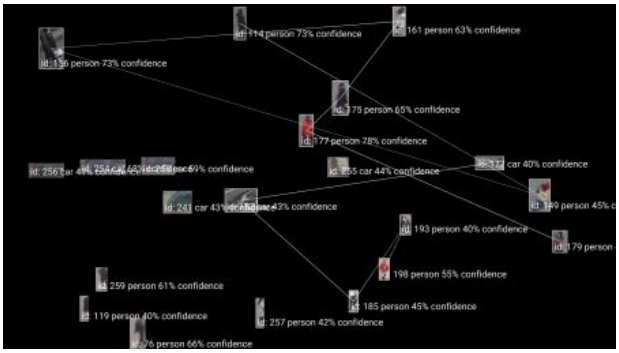
2019 - 2019 Interactive Media Design workshops using Spark AR and Cinema 4d, for School for Young Talents students, Royal Academy of Art, The Hague



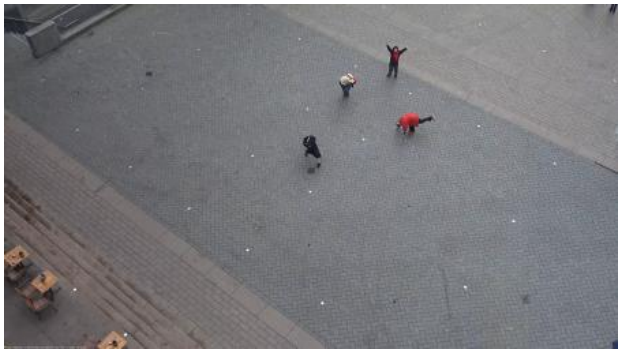
The Neighbour, 2027
Film



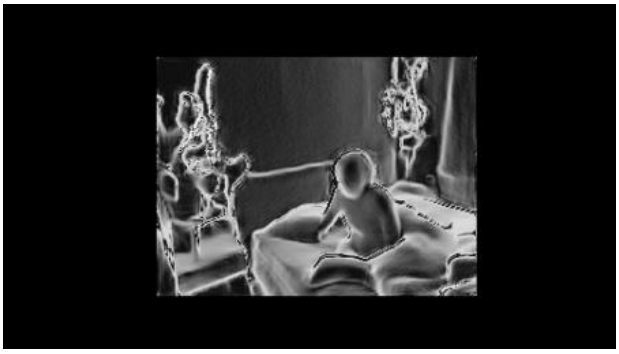
The Neighbour, 2027
Film



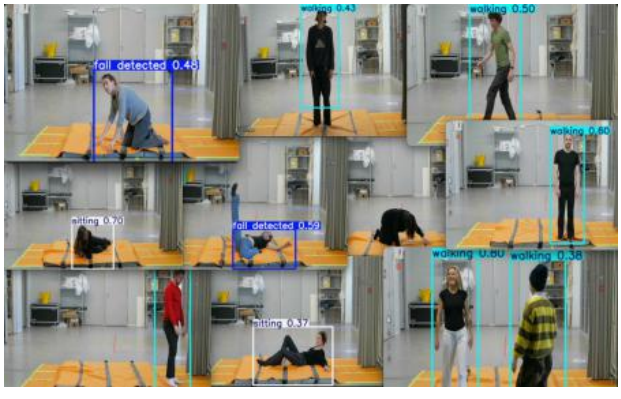
The Neighbour, 2027
Film



The Neighbour, 2027
Film



The Neighbour, 2027
Film



Autonomy of a Fall, 2025
Experimental Theatre



Bibimbap News, 2023
Performance



Bibimbap News, 2023
Performance



Fantasia Realism, 2022
Performance



Fantasia Realism, 2022
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