

# Juiee UglyWorld ARCHIVE

## ART BASED SURREAL THEME PARK ARTIST

Working across immersive installations, spatial narratives, and large-scale experiential environments

## EDUCATION

### BFA in Illustration (Design Track)

ArtCenter College of Design, Pasadena, CA, USA — 2019

Senior Graduation Exhibition, Pasadena Convention Center

## SOLO EXHIBITIONS

*(All solo exhibitions are chapters within the ongoing world-building project **UglyWorld.**)*

### 2026

#### WE ARE IN : 2026 BETWEEN <THE BLACK BORDER LINE>

Solo Exhibition, South Korea

### 2025

#### BUG in UglyWorld

KP Gallery ON × Lotte Department Store, Ilsan Branch

Solo Exhibition, South Korea

### 2023

#### 2100 ATLANTIS

KP Gallery ON, Seoul, South Korea

### 2022

#### ISLAND

KP Gallery ON, Seoul, South Korea

## **CITY JUNGLE**

UglyWorld Open Studio – Special Solo Exhibition  
Gunpo, South Korea

**2021**

### **Sleepless Night**

ART SPACE I:SAEK, Seoul, South Korea

## **UGLYWORLD ZONES — LARGE-SCALE SPATIAL INSTALLATIONS**

**2025**

### **Young Culture Stage with Juiee UglyWorld**

Hyundai Department Store Kintex Branch, Goyang, South Korea

Full-floor immersive spatial installation

- Transformation of an entire department store floor into a prototype UglyWorld environment
- Integrated installations across elevators, escalators, floors, walls, ceilings, glass façades, and wayfinding systems
- Narrative-driven circulation design combining exhibition zones, arcade-style environments, and participatory experiences

## **THEME PARK MANIA!**

Hyundai Department Store Kintex Branch

Collaborative pop-up and exhibition within an UglyWorld zone

## **BUG in UglyWorld**

Lotte Department Store, Ilsan Branch

Large-scale department store spatial intervention

**2024**

**POSCO HAUTERRE Bangbae Public Art Project**

POSCO Engineering & Construction

Bangbae-dong, Seoul, South Korea

- Large-scale architectural art and spatial graphics for a residential redevelopment site
- Murals, exterior construction fencing, pedestrian safety corridors, and lobby environments

**2022**

**CITY JUNGLE**

UglyWorld Open Studio

Large-scale immersive spatial installation

**2021**

**UGLYWORLD × TOM N TOMS**

Tom N Toms Coffee Headquarters, Seoul, South Korea

Brand Collaboration Exhibition

- Exhibition of original UglyWorld artworks throughout the flagship space
- Custom kiosk graphics and visual applications
- Collaborative merchandise and audience-participation events

**2021**

**Sleepless Night – Spatial Installation Version**

ART SPACE I:SAEK, Seoul, South Korea

**INVITED & CURATED EXHIBITIONS**

## **2024**

### **IKAF (Incheon International Art Fair)**

VIP Lounge, Invited Exhibition

## **2023–2024**

### **the End the Beginning, part I**

KP Gallery ON Curated Group Exhibition

Hotel Eliena, Seoul

## **2023**

Norano Museum

Curated Group Exhibition, Mokpo

## **SELECTED GROUP EXHIBITIONS & ART FAIRS**

## **2025**

Art Fair Asia Fukuoka (AFAF), Japan

## **2024**

IKAF (Incheon International Art Fair)

PLAZ Art Show, Seoul

Art Life Lotte, Seoul

Poster Exhibition, Cebu, Philippines

Drawing "BEAUTY", Tokyo Ginza, Japan

## **2023**

Urban Break Art Fair, Seoul

## **2022**

Seoul Art Show

Bank Art Fair

Busan Illustration Fair

Seoul Illustration Fair

Visayas Art Fair, Philippines

## AWARDS & RECOGNITIONS

### 2026–2027

Selected Artist, *K-Art Young Creators Support Program*—Visual Arts, Seoul Foundation for Arts and Culture (SFAC)

### 2023

Korea Creative Art Festival (대한민국 창작미술대전), Awarded

### 2023

CICA Museum, Young Korean Artist, Selected

## MEDIA

### 2020

ILLUST Magazine, Interview (pp. 58–64)

## ARTISTIC PRACTICE

Juiee UglyWorld is a world-building visual artist whose practice spans illustration, large-scale installation, and immersive spatial design. Her work constructs an expanding surreal theme park universe, **UglyWorld**, using exhibitions, commercial venues, and public architecture as **temporary zones within a single evolving world**.

Rather than producing isolated exhibitions, she designs environments that function as experiential chapters—spaces where art, architecture, and participatory storytelling merge. Through narrative-driven circulation, spatial transformation, and audience interaction, her practice explores how everyday and commercial environments can be reimagined as immersive worlds.

**Ultimate long-term goal:** the realization of a permanent physical theme park built upon the UglyWorld universe.