

Rufina K. Park

Founder & CEO

United States | [LinkedIn](#) | [GitHub](#)

Learning designer, educator, and founder with 10+ years of experience designing K-8 computer science curriculum and AI-supported learning experiences. Currently building an AI-powered learning platform for children.

EXPERIENCE

Venture Partner Oct 2026 — Present
Rabbit Ventures

Founder and CEO May 2026 — Present
Ottiya

- Building Ottiya World, a playful speaking-first language-learning experience where kids learn alongside responsive characters
- Leading product strategy and the technical build on Unity across game design, AI/LLM integration, and learning experience design
- Currently on TestFlight for select families and schools, join the waitlist here: www.world.ottiya.com

Founder & CEO Mar 2026 — Present
Stealth AI Learning Startup *Seoul, South Korea*

Designing the end-to-end learning experience, including curriculum, lesson progression, assessments, and learner personalization. Using Claude, ChatGPT, Unity, Figma, and AI-assisted development to prototype curriculum and interactive lessons quickly.

Associate Director, APAC Editorial Jul 2022 — Dec 2023
YouTube (via 1021 Creative) *Asia Pacific*

Served as Project Management and Quality Lead for YouTube's APAC editorial organization, overseeing 60+ content strategists and managers across five international markets. Designed onboarding materials, training programs, and knowledge resources, and worked with cross-functional leadership to improve documentation and operational consistency.

Computer Science Curriculum Designer & Instructor Jan 2021 — Jun 2025
Seoul Foreign School *Seoul, South Korea*

Developed a complete K-8 computer science curriculum spanning ScratchJr, Scratch, HTML/CSS, JavaScript, and Unity, including progressions, lesson plans, projects, and assessments. Taught over 150 students through hands-on programming and game development projects.

South Korea Market Researcher (Grassroots Research) Oct 2018 — Jun 2022
Allianz Global Investors

- Conducted proprietary market research and channel checks across technology, consumer, automotive, and public policy sectors
- Synthesized qualitative and quantitative information for executive-facing reports supporting global investment teams

Founder and Creative Editorial Director Nov 2017 — Apr 2026
Ottiya Corporation *Seoul, South Korea*

Built and shipped AR/VR educational experiences for K-12 learners. Led curriculum strategy, educational partnerships, and product development. Spearheaded a curriculum partnership with Unity Technologies and created Common Core aligned lessons for the Unity Learn platform.

Director of International Engagement Aug 2016 — Apr 2020
Harvard Alumni for Education *Cambridge, MA*

Designed and ran global knowledge-sharing workshops and events connecting education leaders across North America, Latin America, APAC, and EMEA. Led workshops, events, and podcast initiatives that supported cross-border collaboration.

Freelance Writer & Communications Specialist Jul 2016 — Jul 2020
Google Cloud

- Wrote and edited strategic communications, customer stories, and branded content for companies including Google Cloud, Korean Air (via The New York Times T Brand Studio), MetLife, and Volvo Group.
- Collaborated with editors, copywriters, producers, and creative teams on storytelling across radio, interactive media, magazines, web publications, and long-form reports.
- Provided local reporting and field production support for BBC World Service and served as Seoul correspondent for France 24.

Freelance Writer & Communications Specialist Jul 2016 — Jul 2020
Selected Client Engagements *Seoul, South Korea*

Wrote and edited strategic communications, customer stories, and branded content for Google Cloud, Korean Air (via The New York Times T Brand Studio), MetLife, and Volvo Group. Provided local reporting and field production support for BBC World Service and served as Seoul correspondent for France 24.

Paul Reynolds Post-Graduate Research Fellow

Asia Pacific Foundation of Canada

Aug 2015 — May 2017

Vancouver, British Columbia, Canada

- Authored weekly APAC newsletters providing strategic insights on regional economic trends
- Led a comprehensive study on South Korea's creative economy and educational infrastructure
- Authored the foundation's most widely shared research report of 2016 <https://globaled.gse.harvard.edu/publications/preparing-students-south-koreas-creative-economy-success-and-challenges>

Curriculum Designer/Research Assistant

Project Zero, Harvard Graduate School of Education

Aug 2014 — Jun 2015

Cambridge, Massachusetts

- Helped research and design Global Lens, a specialized curriculum on citizen journalism for high school students, designed to foster global competence through media literacy
- Partnered with the Pulitzer Center education team and secondary school educators to bridge professional journalism standards with classroom pedagogical needs
- Worked directly with Principal Investigator, Dr. Veronica Boix-Mansilla

EDUCATION

Harvard University

Ed.M. in International Education Policy

- 1st Place Winner, Harvard Graduate School of Education's Inaugural Hackathon
- Harvard Innovation Lab VIP Resident Start-Up

Harvard University Graduate School of Education

Ed.M. International Education Policy

- Coursework in Applied Data Analysis, Interviewing in Qualitative Research, Questionnaire Design, and Design for Learning

University of Oxford

Doctor of Philosophy - PhD in Political Science and Government

- Dropped out to found and scale Ottiya Corporation, an AR/VR ed-tech start-up that had strategic partnerships with companies such as Unity Technologies, iQIYI, and Naver Clova AI

University of Toronto - University of Trinity College

Hon.B.A. in International Relations and Asia-Pacific Studies

Honours degree

PROJECTS

World Bank International Evaluation Group

Created knowledge products for an early childhood development global systematic review.

International education magazine co-created by children, educators, and creatives, Ottiya Magazine

Raised funds to create an international education magazine co-created by children, educators, and creatives. The project was backed by MIT Media Lab's Mitch Resnick.

Educational songs introducing computer science concepts, Computer Science Songs and Videos

Executive-produced educational songs that introduce computer science concepts to young learners.

Teaching projects built in Scratch for students, Scratch Projects

Created over 40 Scratch projects to teach programming fundamentals to students.

CERTIFICATIONS

Child Protection Refresher for International Schools 2024, Tes

Aug 2024

Learn Python 3, Codecademy

Feb 2024

Ask Questions to Make Data-Driven Decisions, Google

Jan 2024

Introduction to Large Language Models, Google

Jan 2024

Introduction to Generative AI, Codecademy

Oct 2023

HGSE 2014 Education Hackathon Distinction: Innovation, Harvard Graduate School of Education

Oct 2014

PYP Teaching and Learning (Category 2), The International Baccalaureate

Oct 2013

Unity Certified Developer, Unity Technologies

Ottiya Magazine Play Issue,

Ottiya Magazine Community Issue,

Preparing Students for South Korea's Creative Economy: The Successes and Challenges of Educational Reform,

South Korea Moves Ahead with Plans to Publish State-authored Textbooks,

South Korea's Young Social Entrepreneurs: A Solution to a Broken Education System?,

Asia in the Classroom,

SKILLS

Augmented Reality (AR) · Virtual Reality (VR) · Platform Operations · Editorial and Content Strategy · Curriculum Design · Operational Design · Distributed Team Leadership · System Architecture · Platform Strategy · Organizational Design · Operating Models · Strategic Advisory · Capability Design · Operational Excellence · Revenue Optimization · Strategic Leadership · Growth Strategy · Product Governance · AI-Integrated Workflows · ChatGPT · Graphic Design · Advertising · Adobe Photoshop · Team Management · Customer Relationship Management (CRM) · Concept Development · Journalism · monday.com · Slack · Agile Methodologies · Teamwork · Product Management · Python (Programming Language) · Questionnaire Design · Statistics · Market Research · Korean · Software Development · New Business Development · Investor Relations · Presentation Skills · Business Development · Copy Editing · Quality Assurance · Client Relations · Communication · Account Management · Creative Direction · Education and Training · Creativity and Innovation · K-8 Computer Science Education · ScratchJr · Scratch · HTML/CSS · JavaScript · Unity · AR/VR · Figma · Claude · AI-assisted Development · Project-based Learning · Animation · Team Leadership · Project Management · Editorial Direction · Copywriting · Web Development · Game Development