

### Work Experience

- 05 - 2018 **Team Lead of Texturing & Lighting in Studio X**
- 12 - 2019 *Studio X | San Francisco, CA*
- Worked as a texturing & lighting artist (Hero, Highest Sky, Foodie Cats)
  - Lighting and texturing of scenes in various animation projects.
- 05 - 2013 **Assistant Manager of UI Design Department at Santa Claus Wink**
- 03 - 2012 *Seoul, South Korea*
- Created traffic navigation software for freeways in Korea.
- 09 - 2012 **Junior UX/UI Designer in Right Brain**
- 06 - 2010 *Seoul, South Korea*
- Designed website for Starbucks event pages which included special contests offering the discount features for over 33,000 customers.
  - Designed Starbucks annual web calendars.
  - Graphic interface design for mobile application of HIS Hotel

### Education

- 2015 - 2019 **Bachelors Degree in 3D Animation & Visual Effects, Academy of Art University**  
*San Francisco, CA*
- 2011 - 2009 **College Degree in Multimedia Design, In-Duk University**  
*Seoul, South Korea | March 2009*

### Projects

Hipster Grandmother, Eltz Castle in Germany, Baby Groot, Hulk Buster, Hero, Sweet Friendship, Highest Sky, Foodie Cats

### Skills

Hard Surface Modeling, Organic Modeling, Texturing, Shading, Lighting, Matte Painting, Compositing

### Achievement

Runner up in Visual Effects 3D Texturing part in Spring show 2019

### Software

Maya, Mudbox, Mari, Arnold, V-ray, Z-brush, Nuke, Photoshop, After effects, Substance Painter, Shotgun.