



3D Artist

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3DS MAX
 MAYA
 MUDBOX
 3D COAT
 QUIXEL SUIT
 KEYSHOT
 OCTANE
 MENTAL RAY
 ZBRUSH
 X NORMAL
 3D BUMP
 ILLUSTRATOR
 PHOTOSHOP
 AFTER EFFECT

DESIGN
 VISUALIZATION
 MODELING
 TEXTURING
 SCULPTING
 RENDERING
 RIGGING

EDUCATION

Carnegie Mellon University | 2014 - 2016 | Pittsburgh, PA
Master of Entertainment Technology

Korea National University of Arts | 2008 - 2014 | Korea, Seoul
B.A in Animation (School of Film, TV & Multimedia)

EXPERIENCE

Petrol Advertising | Jun 2015 - Dec 2015 | Burbank, CA

3D Art intern

- Enhanced sculpting details of game meshes for key art renderings
- Created quality texture assets and improved low res texture details
- Built various 3D models from characters to commercial products
- Developed visual concept sketches and rendered 3D models
- Enhanced final render qualities by illustration and matte painting
- Participated projects :
Dark Souls 3, XCOM 2, Call of Duty Series, Batman Arkam Underworld, Turtlebeach and etc

ACADEMIC PROJECTS

Funival | 2016 - current | Electronic Arts (EA), CA

Art director, 3D/2D artist

- Designed a set of carnival style TV games controlled by mobile devices
- Developed art concepts and game art assets for mobile environments

Squishlets | 2015 | Children's Discovery Museum of West Virginia, WV

Art director, UI designer

- Designed a body tracking game for children using Kinect and Unity
- Created bubble characters with animation that attract children
- Built environment assets and wall decorations for the installation

Building Virtual World | 2014 | Entertainment Technology Center, PA

3D/2D artist, UI designer, Concept designer

- Designed multiple games using Oculus Rift, Kinect and Unity with teams
- Completed each game within 2 weeks using rapid prototyping technique
- Designed various art styles and concepts to enhance the gameplay
- Developed 2D and 3D art assets as well as UI designs for games

AWARDS

Winner of Microsoft Student Gameon Contest | 2015

- Created a game for helping a baby by movements detected by Kinect

Semifinalist of Disney Imagination Competition | 2015

- Designed a concept of futuristic style transportation systems for Tokyo

Recipient of Korean government scholarship | 2014 - 2016

- Scholarship from Korea Creative Content Agency (KOCCA)