

Chloe Cho

EDUCATION

Carnegie Mellon University

Expected May 2024

Masters of Entertainment Technology

Carnegie Mellon University

May 2022

Bachelors of Fine Arts; Double Minor in Physical Computing and Media Design

Specialization in sculpture and time-based media installations involving machinery.

SKILLS

Software

3D: Maya, Unity, Blender, ZBrush, Rhinoceros, Meta Shape, Mesh Mixer, Arduino, Fusion 360, VRoid

2D: Adobe After Effect, Premier Pro, Photoshop, Illustrator, ClipStudio Paint

Sound: Logic Pro X

Languages

HTML, Java, C, Python

English (Fluent), Korean (Fluent), Japanese (Fluent), French (DELF diplomas A1, B1)

Machinery

3D Printing, CNC Router, Vacuum Forming, Laser Cutter, Reverse Engineering

WORK

Integrative Design, Arts, and Technology

Senior Tech Advisor

August 2021 - May 2022

Work at Carnegie Mellon University's IdeATe (Integrative Design, Arts, and Technology) Department as a paid senior tech advisor.

Revise 3D printer orders such a consultations of adequate materials for on-campus and off-campus clients, 3D CAD design, and maintenance along with repairs of all.

Monitor the operation of laser cutters, manage the laser cutters and their operations.

Work with Stratasys, Ultimaker, and rabbit laser.

Carnegie Mellon University School of Art Department

CNC Router Machine Monitor

August 2019 - May 2020

Worked under the supervision of digital fabrication technician faculty as a paid monitor. Assisted clients with CNC routing, from 2- to 3-axis routing.

Processed CNC jobs including the revision of clients' CAD files, file routing, and both advisingpreparation of materials.

PROJECTS

Ourselves - VR, Oculus 2

3D & 2D Artist, Original Story, Character & Narrative Design

Designed a fully functioning game within the time frame of 2 weeks.

Made upon an original story and character design.

Was in charge of the general environment design and chracter design.