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Qualification Profile

3D Animator, specializing in 3D Layout, Previsualization, Camera Animation, Staging, and Character Animation / Lead Animator developing character personality and acting / Lead Facial Rigger / Experience as Rigging Supervisor overseeing the production pipeline, serving as a mediator between teams, and supporting problem solving.

Projects

MICHELIN CHINA : Psyop NY, 2011.
FANTA CHASE : Psyop NY, 2011.
FANTA PLAYPILE : Psyop NY, 2011.
BARCLAY BIRDS : Psyop NY, 2010.
MICHELIN LONGEST ROAD : Psyop NY, 2010.
DEUTSCHE POST : Psyop NY, 2010.
UPS PERKS & PAYDAYS : Psyop NY, 2010.
UPS HOLIDAYS : Psyop NY, 2009.

NOONBORY & THE SUPER 7 : DesignStorm Co., Ltd.
An animation TV series sponsored by Cookie Jar Entertainment and Daewon Media, and aired in 2009 on Canada's BBC Kids.

EON KID : DesignStorm Co., Ltd.
An animation TV series sponsored by BRB International, Daewon Media and Manga Entertainment, and premiered in the US on Kids Warner Brothers in September of 2007.

ARK : Digital Dream Studios
A full 3D animation movie, sponsored by Rainbow Studio, released on DVD in the US in 2005.

Skills

Key-Animation, 3D Layout, Previsualization, Basic Rigging, General Knowledge of Modeling, Texturing and Lighting, Drawing, Sketching and Painting.

Software : Maya, Premiere, Photoshop, Illustrator, Aftereffects, Particle Illusion.

Education

Washington University in St. Louis, Missouri
School of Fine Arts
Bachelor of Fine Arts in Graphic Communication: Illustration

Award

Mary Hartford Award in Watercolor, 1996
Washington University in St. Louis, Missouri

Employee of the Year Award, 2002
DesignStorm Co., Ltd. Seoul

Employment

FREELANCE 3D ANIMATOR
Psyop, NY
Sept 2009 - Present. Previsualization, Staging, Camera & Character animation.

LEAD ANIMATOR / LEAD FACIAL RIGGER / RIGGING SUPERVISOR
DesignStorm Co., Ltd. Seoul
Aug 2002 - March 2008. Multitasked, carrying out overlapping jobs simultaneously for different and changing deadlines. Oversaw final animated scenes to achieve proper technical arrangement of elements to go through smooth rendering process. Served as a mediator among teams. Managed freelance riggers and modelers, as well as college interns to resolve extra work load.

LEAD FACIAL ANIMATOR / LEAD CHARACTER MODELER
Digital Dream Studios Seoul
Dec 1999 - July 2002. As a Lead Modeler, carried out final modeling/refinements of main characters. As a Lead Facial Artist, created the facial targets and rigging for main characters and performed as a Lead Facial Animator.

GRAPHIC DESIGNER
Life & Dream Publishing Co., Samsung Heavy Industries Seoul
1996 - 1999. Provided layouts and designs for 7 catalogues of Samsung's Heavy Equipments. Developed organizational skill, and management skill for unexpected tasks. Handled client relations and negotiations.