3d modeler

soobin Choi

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|  | 3D Modeler who combines Maya experience with Zbrush, Substance Painter, Houdini, Xgen,Nuke, Marvelous Designer.  |
| Languages |
|  | English, Korean |
| Experience |
| 2022.02.15- present2021.02-2021.06 | **Encore VFX**Junior Character Artist1. Worked with artists, animators to execute projrcts on time.
2. Kept up to date with the lastest developments in 3D design.
3. Worked closely with the project coordinator and clients to manage projects and produce compelling 3D design and animations using the lastest 3D modeling and texturing.
4. Collaborated with teammates on tasks, goals, and objectives of projects.

**AAU Studio X** | Los Angles, CASan Francisco, CA |
| 2015.12-2016.07 | 3D modeler1. ‘Water’: Animated Short Film
2. ‘Aurora’: Animated Short Film
3. Modeled full 3D Character, Props, Assets, and Clothing to precise concept art wirh unwrapped UVs and texture maps.
4. Worked With Maya, Marvelous Designer, Zbrush to create and edit the models.

**C&C Art Academy** Bundang-gu,South KoreaTEACHER1. Instructed the students in painting theory and techniques
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| Qualifications |
|  | 3D Animation1. Painting
 | 3D ModelingLookdevDrawing | TexturingGroomingUV Mapping |
| Software |
|  | Autodesk Maya1. Adobe Photoshop
2. Adobe Illustrator
3. Adobe Premiere
 | 1. Adobe After Effects
2. Adobe Media Encoder
3. Allegorithmic Substance Painter
 | 1. Pixlologic Zbrush

Marvelous DesignerThe Foundry Nuke |
| Education |
| 2017-2021 | Academy of Art UniversitySchool of Animation & Visual Effects | San Francisco, CA |
| 2016 | 1. Bachelor of Fine Arts, emphasis in 3D Modeling

Dankook University Cheonan, South Korea1. Bachelor of Fine Arts,
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