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- present  2021.02-2021.06 | **Encore VFX**  Junior Character Artist   1. 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, CA  San Francisco, CA |
| 2015.12-2016.07 | 3D modeler   1. ‘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 Korea  TEACHER   1. Instructed the students in painting theory and techniques | | |
| Qualifications | | | |
|  | 3D Animation   1. Painting | 3D Modeling  Lookdev  Drawing | Texturing  Grooming  UV Mapping |
| Software | | | |
|  | Autodesk Maya   1. Adobe Photoshop 2. Adobe Illustrator 3. Adobe Premiere | 1. Adobe After Effects 2. Adobe Media Encoder 3. Allegorithmic Substance Painter | 1. Pixlologic Zbrush   Marvelous Designer  The Foundry Nuke |
| Education | | | |
| 2017-2021 | Academy of Art University  School of Animation & Visual Effects | | San Francisco, CA |
| 2016 | 1. Bachelor of Fine Arts, emphasis in 3D Modeling   Dankook University Cheonan, South Korea   1. Bachelor of Fine Arts, | | |