

# RESUME

JIN YOU

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## < Employment Objective >

+ Lighting Artist | Compositing Artist | VFX Manager

## < Work Experience >

- + 2021/03 – Present - **ScanLine VFX. (Seoul, South Korea) - Senior Generalist.**
  - Execute a broad range of VFX tasks including LookDev, Tex, Lgt and Rendering.
  
- + 2020/08 – 2020/09 - **CJ ENM R&D Center. (Seoul, South Korea) - Look Development Manager.**
  - CG Supervising .
  - “Roller Coster reboot, 2020 - (tvN TV series)”
  
- + 2019/03 – 2020/04 - **Mill Film. (Adelaide, Australia & Montreal, Canada) - Lighting Key Artist.**
  - Created and/or modify Lighting templates to be used by crews.
  - “BIOS, 2020”
  - “Cats, 2019”
  - “Dora and the Lost City of Gold, 2019”
  
- + 2018/02 – 2019/02 - **Digic Pictures. (Budapest, Hungary) - Lighting & Compositing Artist.**
  - Produced high-quality CG Lighting and Compositing for full 3D animation projects.
  - “Love, Death, and Robots : The Secret War, 2019 - (Netflix)”
  - “Sekiro : Shadows Die Twice, 2019 - (Cinematic)”
  - “Destiny 2 : Forsaken, 2018 - (Cinematic)”
  - “Call of Duty : Black Ops 4, 2018 - (Cinematic)”
  - “Call of Duty WWII : Nazi Zombies, 2018 - (Cinematic)”
  
- + 2017/05 – 2017/09 - **Double Negative. (London, United Kingdom) - Lighting TD.**
  - Produced high-quality CG Lighting and Rendering for feature film projects.
  - “Pacific Rim : Uprising, 2018”
  
- + 2016/09 – 2017/03 - **Moving Picture Company. (Montreal, Canada) - Lighting Artist.**
  - Produced high-quality CG Lighting and Rendering for feature film projects.
  - “The Mummy, 2017”
  - “Alien : Covenant, 2017”
  
- + 2011/02 - 2016/09 - **Dassault Systemes | 3DEXCITE (Los Angeles, USA) - Lighting & Compositing TD.**
  - Produced high-quality CG Lighting and Compositing for commercial projects.
  - “Acura NSX teasers” & “Nissan Pathfinder teasers, Canada version” &
  - “Nissan Altima teasers” & “Infinity LE concept teasers” & others
  
- + 2010/07 - 2010/08 - **Rhythm and Hues. (Los Angeles, USA) - Lighting Apprenticeship.**
  - Produced high-quality CG Lighting and Rendering for feature film projects.
  - “Hop, 2011”

## < Technical skill >

- + 3D Programs : Maya, Katana, Clarisse, UnrealEngine, HDRLight Studio, V-Ray, RenderMan, Arnold.
- + 2D Programs : Nuke, Shake, After Effects, Photoshop, PFTrack.
- + OS Systems : Windows, Mac OS X, Linux.

**< Education >**

+ 2006 - 2010

: MFA - 3D Visual Effect @ Academy of Art University in San Francisco, CA, USA.