

RESUME

JIN YOU

www.square**ray**.com
square**ray**@gmail.com
82-10-5096-2621

< Employment Objective >

+ Lighting Artist | Compositing Artist | VFX Manager

< Work Experience >

- + 2022/06 - Present - **Giant Step. (Seoul, South Korea) - Head Of Department @ Character Content Create Division.**
 - Project management oversight.
 - Technical design according to content creation.
 - Solution proposal.

- + 2021/11 - 2022/05 - **MOFAC Creative Works. (Seoul, South Korea) - Senior Generalist.**
 - Set up a show and created basic templates that other artists can follow to ensure quality and consistent production of 3D Animation shots integration.
 - Managed a team of artists on a show and collaborating with other departments to streamline processes and solve technical issues.
 - Produced high-quality CG Lighting and Compositing for full 3D animation projects.
"The Life of Our Lord, 2023"

- + 2021/03 - 2021/11 - **ScanLine VFX. (Seoul, South Korea) - Senior Generalist.**
 - Executed a broad range of VFX tasks including LookDev, Tex, Lighting, and Rendering.
"The Adam Project, 2022 - (Netflix)"
"The Battle at lake Changjin, 2021"

- + 2020/08 - 2020/09 - **CJ ENM R&D Center. (Seoul, South Korea) - Look Development Manager.**
 - CG Supervising .
"Roller Coster reboot - EP.02, 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.
"FINCH, 2021"
"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.