

# RESUME

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## < Employment Objective >

+ VFX Manager

## < Work Experience >

- + 2023/07 - Present - **MediaCan. (Seoul, South Korea) - Head of 3D.**
  - 3D process management & Supervising.
  - “Adult Fairy Tale (어른동화), 2024”
  - “Noryang : Deadly Sea (노랑: 죽음의 바다), 2023”
  - “Super Police (수퍼 폴리스), 2023 - (MBC TV series)”
- + 2022/06 - 2023/07 - **Giant Step. (Seoul, South Korea) - HOD @ 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, 2024”
- + 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.