

JEAN J. CHOI

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SKILLS / SOFTWARE

Houdini, Maya, Arnold, Vray, Mantra, Nuke, Katana, Zbrush, Mudbox, Substance Painter, Mari, Blender, Unreal Engine
Sculpting, painting and drawing skills.

EXPERIENCE

Untitled Project

Light Field Lab

San Jose, CA

-developed an external software to Unreal Engine

Metahuman Character workflow

-ingestion of character created outside on UE, transfer of maps, recreation and simplification of MH shaders, UV transfer, as well as performance capture with iPhone.

December 2023 - March 2024

Cadillac

Blacksmith TV

New York, NY

look development and lighting for hero car and interior set extension

February 2023-April 2023

Ace Hotel

Buck Design

Los Angeles, CA

look development on assets for electronic billboard

December 2022

Space: A Journey To The Moon And Beyond

The Illuminarium with Radical Media

Las Vegas, NV and New York, NY

lead look development and shot lighting of space craft for immersive experience. Houdini, Arnold.

August 2021 – May 2022

See Season 2,

Zoic Studios,

New York, NY

lighting/look development.

Vray for Houdini

April 2021 – August 2021

Unreal Fellowship for Virtual Production

Epic Studios,

Asheville, NC

November 2020 – December 2020

Nowhere,
Nowhere Corp
Brooklyn, NY
creator of VR environments
April 2020 – September 2020

NOS4A2 Season 2
Zoic Studios,
New York, NY
lighting/ look development
February 2020-March 2020

World's Beyond Earth
American Museum of Natural History
Rose Center for Earth and Science
New York, NY
look development of NASA space craft using their
data for the Hayden Planetarium's next film.
June 2019 – January 2020

Apple, Sunnyvale, CA
look development of hero products
January 2019 - March 2019

Umbrella Academy (lighting lead),
Fantastic Beasts: The Crimes of Grindelwald,
Black Panther,
Guardians of the Galaxy Vol.2,
Dr. Strange,
Captain America 3: Civil War,
The Avengers 2: Age of Ultron
The Last Witch Hunter
Method Studios, Vancouver BC
lighting/look development
January 2015 – December 2018

Noah
Look Effects, Williamsburg, NY
look development/lighting
March 2013 - October 2013

The Amazing Spiderman
Sony Pictures Imageworks, Culver City, CA
lighting/rendering
January 2012 - May 2012

The Wizards of Waverly Place
Ring of Fire, Santa Monica, CA
look development/lighting/rendering
June 2011- November 2011

Green Lantern
Sony Pictures Imageworks, Culver City, CA
lighting/rendering

January 2011 – April 2011

Zbrush 4 Demo Artist, CTN Conference, Burbank, CA
Zbrush artist- demo'd the new features of Zbrush 4
November 2009

Omaton Entertainment, San Juan Capistrano, CA
Concept Modeler and 3d printing maquettes feature
animation development.
August 2009 - March 2010

Branded (un-credited)
Beau Studio, Culver City, CA
concept modeler/3d generalist
October 2008 - February 2009

Rhythm & Hues, Marina Del Rey
Texture Painting Apprenticeship Program
July 2008-August 2008

C O M M E R C I A L
E X P E R I E N C E

Apple, Sunnyvale, CA

MPC, New York

Framestore, New York

Buck, New York

Buck, Los Angeles

Mirada/Motion Theory, Los Angeles

Logan, Los Angeles

Ring Of Fire, Santa Monica

Steele VFX, Los Angeles

Gentleman Scholar

Psyop, Los Angeles

Duck Studios, Los Angeles

Brand New School, Los Angeles

The Mill, Los Angeles

Giant Steps, Los Angeles

A C A D E M I A

Gnomon School of Visual Effects

Los Angeles, CA

High End Certificate Program

2006-2008

Rhode Island School of Design

Providence, RI

Bachelor of Fine Arts

Film/Animation/Video

1994-1998

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BREAKDOWNS

Worlds Beyond Earth

Look development on spacecraft in Arnold for Houdini

Space: A Journey To The Moon And Beyond

Look development and lighting in Arnold for Houdini.

Fantastic Beasts: The Crimes of Grindelwald

Shot lighting work in Mantra and Vray.

Black Panther

Look development of Shuri's gauntlets and Dora Ringblades in Vray, Panther statue in Vray and Mantra. Shot lighting work in Vray and Mantra.

Guardians of the Galaxy Vol. 2

Look Development and plant scatter in Houdini and lighting of environments for Ego's planet.
Shot lighting work in Mantra and Vray.

Dr. Strange

Look development of Eye of Agamotto in Vray and pages of Book of Cagliostro in Mantra.
Volume lighting and simming in Houdini.
Shot lighting work in Mantra and Vray for different parts of same shot.

Captain America 3: Civil War

Shot lighting Vray

Avengers 2: Age of Ultron

Shot lighting Vray