

# JEAN J. CHOI

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## SKILLS / SOFTWARE

Maya, V-Ray, Houdini, Mantra, Arnold  
Zbrush, Nuke, PT GUI, Mari, Mudbox

Sculpting, painting and drawing skills.

## RECENT EXPERIENCE

*working title: Space Show 6*

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 - August 2019

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*

Method Studios, Vancouver BC

lighting

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

## COMMERCIALS

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

## ACADEMIA

**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

### Umbrella Academy

Shot lighting work in Mantra and Vray.

### 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