

JEAN J. CHOI

WWW.JEANCHOI.COM || JEAN.CHOI@GMAIL.COM || 310 -773-1564

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

Omation 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

