

# JEAN J. CHOI

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

---

## SKILLS/SOFTWARE

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

## RECENT EXPERIENCE

*Space: An Experience Beyond Earth*  
Radical Media  
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*  
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

## 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

# JEAN J. CHOI

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

## BREAKDOWNS

### Worlds Beyond Earth

Look development on spacecraft in Arnold for Houdini

### Space: An Experience Beyond Earth

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