

## Education

Expanded Media (Master course), Hochschule Darmstadt

Bachelor of Fine Arts in Visual Communication Design, Seoul National University

Oriental Painting, Seoul National University

## Experience

### **Travian Games \_\_ 2021 ~ 2024**

Graphic Designer

New mobile, web game project

### **FIDWK\_\_ 2018 ~ 2020**

Mobile Game, App Graphic Designer

Mobile game projects (General 2D, 3D Graphic Designer)

### **Reality Reflection\_\_ May.2017**

Art Director

SM Entertainment SM Town Museum Project Design (Virtual Reality)

### **BlackBeard, Graftree, PreA (Startups)\_\_**

**Jun.2014 ~ 2017**

Mobile Game, App 3D Artist, Art Director

Platform Service TIP iOS, Android App, Web

Ozwear Korea

Indiana University Piano Academy 2015 Web, iOS, Android App

### **Socialinus\_\_ Nov.2012 ~ Feb.2014**

Mobile, Web Game General Artist

Chew n' Pop Tales, Tip Tap Pop Tales, Netmarble Texas Hold'em, Project War, WestBank iOS, Android

### **Plenus Entertainment / Ntreev Soft**

**(Netmarble, CJ E&M / NC Soft)\_\_**

**Jul.2002. ~ May.2004**

Concept Artist, 3D Artist, Technical Artist

Fantasy Golf Pangya (Concept Art, 3D Art), PlayStation2 Soulless (Astonishia Story) (3D Art, Technical Art)

## Skills

Photoshop, Sketch, Adobe XD, Figma, Illustrator, InDesign, AfterEffects, Premiere, Motion, Final Cut, Maya, 3D Studio Max, ZBrush, Blender, Painter, Procreate, etc.

HTML, CSS, JavaScript, jQuery, Bootstrap, Sass, React, Python, php, MySQL, Linux, AWS, git, Docker, etc.

Xcode(Objective-C, Swift), Android Studio(Java) , Unity(C#), Unreal(C++)

Word, Excel, Powerpoint, Pages, Numbers, Keynote, etc.