

Hye-Young Jo



http://#



jhy.vfx@gmail.com

SKILLS

Web Interface Design
VR/AR Graphic Design
Film Compositing
Media Art
Painting

2D

Nuke
Figma
Illustrator
Photoshop
Final Cut Pro 7

3D

Maya
Blender
Unreal Engine4
Substance Painter

CODE

HTML
CSS
JavaScript

LANGUAGES

Korean
English

WORK EXPERIENCE

| *Freelance Designer*

April 2020 - Present

VR <Being City> by Tae-Kyung Yoo | Art Director | Kookmin University | 2019

VR <Fashion for Help> by Young-Mo Son | Technical Artist | Kookmin University | 2019

Dexter Studios | *VR/AR Artist*

Oct 2018 - April 2020

AR <TideAR> by Sun-Ku Kim | 2019

AR <U+ 5G AR> by LGU+ | 2019

VR Toon Film <Tide> Ep 2 - Ep 6 by Tae-Kyung Yoo | 2018 - 2019

Dexter Studios | *Film VFX Compositor*

Oct 2016 - Sept 2018

<Along with the Gods : The Last 49 Days> by Yong-Hwa Kim | 2018

<1987:When the Day Comes> by Jun-Hwan Jang | 2017

<Along with the Gods : The Two Worlds> by Yong-Hwa Kim | 2016 - 2017

<Real> by Sa-Rang Lee | 2017

<Fabricated City> by Kwang-Hyun Park | 2017

EDUCATION

Korea Advanced Institute of Science and Technology (KAIST)

| *Master Student, Industrial Design*

Sep 2020 - Present

MAKinteract Lab

Seoul National University

| *Bachelor of Painting, Media Art (BFA)*

Mar 2011 - Feb 2016

Cum Laude | 3.79/4.3 (93.9%)

COURSES

Green Computer Academy | *Maya*

Mar 2016 - Oct 2016

The Excellent Prize

SEMINAR

<Art, Film VFX and VR Contents>

| *Kookmin University, Entertainment Design*

Nov 2019

EXHIBITION

Group Exhibition

2015 - 2018

<Lapses> a show curated by artist collective Eobchae | 2018

<We Play>VJing show | 2016

<Don't fake it, believe it> by artist collective Isseolsseo | 2016

<Dirt Luv for Graduation> new media major, graduation exhibition | 2016

<8-bit> group exhibition | 2015

<Crawling> by artist collective CarefulCareful | 2015

<The Great Exodus> fine art major, graduation exhibition | 2015