Hyunchul Yi
Portfolio: http://hyunchulyi.blogspot.com/

OBJECTIVE
To join a creative team that values fused disciplines as a 3D Artist

SKILLS
- Understanding in PBR shader for new generation
- 2D/3D Animation Concept Design
- Photo Realistic 3D Modeling in Multipatch
- Nurbs, Polygon, ZBrush, and Mudbox
- Optimized and Clean Topological Modeling for Shape with Traditional Clay Sculpting

COMPUTER SOFTWARE
Photoshop/After Effects/3D Max/Maya/Mudbox/ZBrush/Substance Painter/Unity 3D/DDO Quixel/Shotgun/ Fuel Framework.

EDUCATION
Academy of Art University, San Francisco CA/2004 2008: 3D Animation/3D Modeling

EXPERIENCE
Turn -10 Studio Redmond WA **Mar 2019/Current**
3D Vehicle Artist
- Working on 3D Vehicle to fix a bug with test. Such as Mesh, Material, lighting, textures map with Animation

Sanzaru Games Foster City CA **June 2017/Mar 2019**
3D Prop Artist
- Working on VR Games such as Interior and exterior props in Maya
- Play test in VR Oculus with Unreal Engine

Houzz, Palo Alto CA **June 2016/June 2017**
3D Prop Artist
- Working on Interior Props with Unity
- Created modeling in Maya and rendering in Vray
- Worked closely with programmer to solve any issue

Fezziwig Games, Seattle WA **March 2014/Jan 2015**
3D Artist
- Escape the Hellevator
- Worked on Concept, Character Modeling, Props, Textures, Rigging, and Animation
- Worked closely with Art director to create scene

Big Fish Games, Inc, Seattle WA **Aug, 2008/Aug 2013**
3D Artist
- Return to ravenhearst and etc
- Worked on Concept, Modeling, Textures, Rigging, Animation. Worked on Modeling in Maya with Zbrush. Compositing in After effects to make sure about Lighting and Finalize

Puppetar Studio, San Francisco CA **June 2007/May 2012**
3D Artist
- Turtle Trek Sea World Orlando 3D 360 Attraction/ Quake Wars online promotion
- Worked on Modeling in Maya with Zbrush and focused on realistic asset
- Worked Hard surface Modeling with textures and make sure about Rigging and Animation

RECOGNITION
Spring Show/Academy of Art University First Place Award in Organic Modeling/2006