

Jae Choi

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Education	Simon Fraser University , Burnaby, BC, Canada <i>Bsc, Computing Science</i> Dec 2025 (Expected) GPA: 4.0 / 4.33
	Korea University , Seoul, South Korea <i>MA, Visual Culture Studies</i> Aug 2016 (All but thesis) GPA: 4.38 / 4.5
	Korea University , Seoul, South Korea <i>BEng, Mechanical Engineering</i> Aug 2014 GPA: 2.84 / 4.5
Research Interests	I am interested in generative models for image and video generation, as well as 3D reconstruction. I would like to focus on developing machine learning tools that enhance artistic workflows, allowing artists to concentrate more on their creative vision rather than the underlying technologies.
Experience	Lighting TD Sony Pictures Imageworks Sep 2022 - Oct 2024 Vancouver BC, Canada I worked as Lighting TD who had responsible for show tool maintenance and developments. One of my main responsibility was Stylization tools for Spiderverse, which was image processing tools and shader tools in compositing stage.
	Lighter/Pipeline TD Icon Creative Studio Apr 2019 - Jul 2021, Feb 2022 - Aug 2022 Vancouver BC, Canada I did lighting and compositing shots for Disney junior and Disney Plus episodic series by using Maya arnold renderer and nuke compositing. Started making artist tools using python scripts, then implemented the tool to the studio lighting pipeline.
	Lighter Toiion Sep 2017 - Sep 2018 Seongnam, South Korea I did lighting and compositing shots for Disney junior episodic series by using Maya Arnold renderer, nuke compositing.
Skills	Python, C++, L ^A T _E X, OpenGL, Pytorch, 3d DCC applications (Maya, Nuke)