Jae Choi

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Education

Simon Fraser University, Burnaby, BC, Canada
Bsc, Computing Science
Apr 2026 (Expected)

Korea University, Seoul, South Korea
MA, Visual Culture Studies
Aug 2016 (All but thesis)

Korea University, Seoul, South Korea
BEng, Mechanical Engineering
Aug 2014

Interests

- Neural rendering
- Synthetic Data for AI/ML
- Generative Models for production workflows, Scalable data generation pipelines

Experience

Technical Director   **Sony Pictures Imageworks**
Sep 2022 - Oct 2024   Vancouver BC, Canada
I worked as a Technical Director, who was responsible for the show tool maintenance and development of the downstream departments - lookdev, lighting, comp, and delivery. I maintained and developed Stylization tools for Spider-Verse, including image-processing and shader tools used in the compositing stage. I also maintained and developed RV plugins which related to the review processes

- Wrote Nuke blinkscripts and gizmo systems, collaborated with FX pipeline TDs.
- Ported OSL shaders to Nuke for the studio's fast iteration principles
- Made tutorials and demos for lead artists
- Communicated to CG supervisors and lighting supervisors, also led artists to know better about show requirements.
- Debugged render issues, tool issues, corrupted project files and many others

Pipeline TD   **Icon Creative Studio**
Feb 2021 - Jul 2021, Feb 2022 - Aug 2022   Vancouver BC, Canada
I worked as a Pipeline TD, who was responsible for the lighting tools, compositing pipeline developments, show support, and automations.

- Wrote and ported lighting propagation tools to help artist set up same-as shots easily.
- Made a tool to support multiple render pass fixes from client notes to help lighting supervisors per show.

Lighter/Compositor   **Icon Creative Studio**
Apr 2019 - Feb 2022   Vancouver BC, Canada
lighting and compositing shots using Maya Arnold renderer and Nuke compositing, wrote artist tools using Python scripts

Lighter   **Toiion**
Sep 2017 - Sep 2018   Seongnam, South Korea
lighting and compositing shots using Maya Arnold renderer, nuke compositing.

Skills   Python, C++, LaTeX, OpenGl, Pytorch, 3d DCC applications (Maya, Nuke)