

Jae Choi

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Education	Simon Fraser University , Burnaby, BC, Canada <i>Bsc, Computing Science</i> Aug 2026 (Expected)	GPA: 3.88 / 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 Interest	3D vision, generative models, especially personalization and editing.	
Experience	Lighting TD Sep 2022 - Oct 2024 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.	Sony Pictures Imageworks Vancouver BC, Canada
	Lighter/Pipeline TD Apr 2019 - Jul 2021, Feb 2022 - Aug 2022 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.	Icon Creative Studio Vancouver BC, Canada
	Lighter Sep 2017 - Sep 2018 I did lighting and compositing shots for Disney junior episodic series by using Maya Arnold renderer, nuke compositing.	Toiion Seongnam, South Korea
Skills	Python, C++, L ^A T _E X, OpenGL, Pytorch, 3d DCC applications (Maya, Nuke)	