

Jae Choi

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Education	Simon Fraser University , Burnaby, BC, Canada <i>Bsc</i> , Computing Science Apr 2026 (Expected)	GPA: 3.88 / 4.33
	Korea University , Seoul, South Korea <i>MA</i> , Visual Culture Studies Aug 2016 (All but thesis)	GPA: 4.38 / 4.5
	Korea University , Seoul, South Korea <i>BEng</i> , Mechanical Engineering Aug 2014	GPA: 2.84 / 4.5
Interests	<ul style="list-style-type: none">• Neural rendering• Synthetic Data for AI/ML• Generative Models for production workflows, Scalable data generation pipelines	
Experience	Technical Director Sep 2022 - Oct 2024 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 <ul style="list-style-type: none">• 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	Sony Pictures Imageworks Vancouver BC, Canada
	Pipeline TD Feb 2021 - Jul 2021, Feb 2022 - Aug 2022 I worked as a Pipeline TD, who was responsible for the lighting tools, compositing pipeline developments, show support, and automations. <ul style="list-style-type: none">• 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.	Icon Creative Studio Vancouver BC, Canada
	Lighter/Compositor Apr 2019 - Feb 2022 lighting and compositing shots using Maya Arnold renderer and Nuke compositing, wrote artist tools using Python scripts	Icon Creative Studio Vancouver BC, Canada
	Lighter Sep 2017 - Sep 2018 lighting and compositing shots 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)	