

# Jae Choi

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## Education

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

GPA: 3.88 / 4.33

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

GPA: 4.38 / 4.5

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

GPA: 2.84 / 4.5

## Interests

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

## Experience

**Technical Director**  
Sep 2022 - Oct 2024

**Sony Pictures Imageworks**  
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**

Feb 2021 - Jul 2021, Feb 2022 - Aug 2022

**Icon Creative Studio**

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**

Apr 2019 - Feb 2022

**Icon Creative Studio**

Vancouver BC, Canada

lighting and compositing shots using Maya Arnold renderer and Nuke compositing, wrote artist tools using Python scripts

**Lighter**

Sep 2017 - Sep 2018

**Toiion**

Seongnam, South Korea

lighting and compositing shots using Maya Arnold renderer, nuke compositing.

## Skills

Python, C++, L<sup>A</sup>T<sub>E</sub>X, OpenGL, Pytorch, 3d DCC applications (Maya, Nuke)