

JINYOUNG CHOI

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<https://jin5497.artstation.com/>

PROFESSIONAL SUMMARY

Entry-level 3D Artist trained in Queensland University of Technology and CG Spectrum. Looking for professional challenge and increasing responsibility. Knowledgeable about Maya and substance painter for game ready assets. Understanding of optimized low poly asset creation such as modular kits. Good and clean topology and great attention to detail in all aspects such as proportions, silhouette and gesture.

SKILLS

- Maya
- Substance Painter
- Photoshop
- Zbrush
- After Effects
- Marvellous Designer
- Marmoset Toolbag 4
- Zwrap
- Good and clean topology
- Great UV layouts
- Understanding of PBR
- Good development of textures
- Good eye for proportions, silhouette and gesture
- Attention to detail in all aspects
- Great optimisation techniques
- Verbal communication

EDUCATION

EXPECTED IN DECEMBER 2024

Bachelor of Games And Interactive Environment: Animation

QUT Gardens Point Campus, Brisbane City, QLD

NOVEMBER 2015

High School Diploma

Townsville Grammar School - North Ward Campus, North Ward, QLD

EXPERIENCE

DECEMBER 2018-SEPTEMBER 2019

Introduction to 3D Modelling | CG Spectrum

- Completed course Introduction to 3D Modelling
- Learned how to model, UV, texture, optimisation, render, etc
- Collaborated with mentor to translate concept art into model

Animation Major | Queensland University of Technology | Brisbane, QLD

- Learned modelling, texturing, UV mapping, lighting, rendering, animation
- Collaborated with team members to create games