Scott Cho

San Jose, CA | (541)255-5401
srmcho81.rd@gmail.com | www.scottcho.com | Github | LinkedIn

Technical Skills

HTML, CSS, Python, Django, JavaScript, MongoDB, Mongoose, Express, React, Node Spring Boot, Java, Visual Studio Code, Bcrypt, MySQL, Spring Tool Suite, Postman, Github, API

Projects

Friendbook - Full Stack Developer | Github | A clone of Facebook's *social media app*   2020
- Created jsp forms with Spring Tool Suite to implement post / edit / delete functionality for a seamless and intuitive user experience
- Implemented a MySQL database that ties listing systems with users (hosts and attendees) and events for a secured and organized data table
- Developed five different relational models in MySQL database for users giving power to the user logged in, such as deleting or editing posts they created as hosts.

EasyShop - Full Stack Developer | Github | *Simple and intuitive E-commerce website*   2020
- Configured templates in Python/Django cultivating a simplistic UI and shopping experience including viewing, adding, and ordering items
- Implemented Bcrypt's hashing and HTML form validation to enhance security.
- Constructed an intuitive front end design using CSS resulting in a seamless and on-brand user experience"

AQI-Maps - Full Stack Developer | Github | *Real time air quality map*
- Implemented React component forms with VS Code and MongoDB for secure login and   2020
registration
- Set validation error messages using React to bolster form security
- Used Axios to send HTTP post(user, email, password info for login, registration) from a client to a backend(server)

Professional Experience

Tim Everitt Productions - CG Character Animator | Los Angeles, CA   2019-2020
- Animated dinosaur characters and camera using Maya as part of a 90 min CG animated film project based off a storyboard for attractive, creative, dynamic and entertaining visuals

iMediaBay - CG Character Animator | San Francisco, CA   2018
- Worked closely with client in order to create a storyboard for a 15 second 3D animated commercial on mental therapy and ensured that the animation clearly conveyed the client's intended message in an appealing way
- Animated a character using Maya

SVA Games Inc., - CG Character Animator | San Francisco, CA   2017
- Created over 15 game character animations using Maya for the prototype *IronTitans*
- Responsible for a range of animations from basic actions (running and jumping) to more complex animations such as using abilities
- Created intense suppressive firing animations to portray a character's aggressive nature

2020 Venture Studio, - CG Character Animator | San Mateo, CA   2014-2016
- Animated characters and cameras for game cutscenes and trailer using Maya and Unity Engine in an indie game : Chasing Dead to make the scene impact with a more dynamic, captivating camera walk in first person or third person perspective
- Translated English menus and dialogue subtitles into Korean and Japanese
- Playtested game to find and report glitches as a playtester to ensure the game worked flawlessly and satisfy the players' expectations
- Exported video files and sound files for the game using video editor and Audacity

Fenrir Studios, - CG Character Animator | Stockton, CA   2014
- Animated characters' idle movements for an indie game: Dark Storm using Maya to give them personality through body language

AAU animation studio, - CG Character Animator | San Francisco, CA   2011-2014
- Collaborated with a 15 man team to work on animating characters and camera lay-out to present entertaining scenes in a collaborative project: Scaredy Bat (short film), Junior Giants 2014 (short film) and Borderlands 2 (video game) short film from 2K
- Animated character's pose and lip-sync in San Francisco Junior Giants animated short film team project using the Maya program

(Film maker) Lane Arts Council, - Film Maker |Eugene, OR   2007
- Videotaped and developed a 30 minute documentary of art instruction, music performance and international dance presentations in the local community
- Edited video, analyzed and determined relevant footage for editing and created layout for DVD title menu

Education

Coding Dojo | Certificate in Full Stack Development | *San Jose, CA*   2020
- Immersive full stack training program in Python, Java and MERN

Academy of Art University | MFA in 3D Character Animation | *San Francisco, CA*   2009-2012

University of Oregon | BA in Multimedia Design | *Eugene, OR*   2000-2005

Additional Skills

CG CharacterAnimator (Maya, Unity Engine)
Trilingual: English, Korean, Japanese
Video Editing (Adobe Premiere)
Audio Editing (Audacity)