

Scott Cho

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Skills

Animating, Storyboarding, Video editing, Creating basic blend shapes, Basic rigging, Python

Technical Skills

Maya, Photoshop CS, Premiere Pro, MotionBuilder, Unity, After Effects, Illustrator CS, Audacity,

Professional Experience

- Tim Everitt Productions - CG Character Animator** | Los Angeles, CA 2019-2020
- Animated dinosaur characters and cam using Maya as part of a 90 min CG animated film project based off a storyboard for creative, dynamic and entertaining visuals
- iMediaBay - CG Character Animator** | San Francisco, CA 2018
- Worked closely with client in order to create a storyboard and animate character using Maya 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
- 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

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| Coding Dojo Certificate in Full Stack Development <i>San Jose, CA</i> | 2020 |
| • Immersive full stack training program in Python, Java and MERN | |
| Academy of Art University MFA in 3D Character Animation <i>San Francisco, CA</i> | 2009-2012 |
| University of Oregon BA in Multimedia Design <i>Eugene, OR</i> | 2000-2005 |

Additional Skills

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

Trilingual: English, Korean, Japanese

Video Editing (Adobe Premiere)

Audio Editing (Audacity)