

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, InDesign, Powerpoint, Toonz, Blender, NukeX

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 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

- 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

2007

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

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)