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| **SUMMARY**  3D Modeler with 9+years of experience created various assets and textures for PBR render system  Created and build up high quality 3D Character, Environment modeling in Concept Design  Understand the basic structure face and body, Visualize intended 2DCharacter in 3D modeling  Great team-player attitude to improve work, communication skills with other part of team |
| **PROFESSIONAL EXPERIENCE** |
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| **Aug 2020 – Oct 2022**  **Lead 3D Modeler**  **PingoEntertainment, Seoul** |
| * Participation project Shasha&Milo TV Series * Participation project GigaBuilder TV Series   Lead group of team and created main Character and Environment Worked on expressing characters' hair and fur elaborately using Xgen Managed and cooperated with subcontractors complying with an asset guide line  **Jul 2015 – Dec 2019**  **Senior 3D Modeler**  **SynergyMedia, Seoul**   * Participation project Superboard Movie * Participation project TBuster TV Series |
| Created various 3D Character, Environment modeling in Concept Design and reference  Created various Facial modeling for smooth movement of animation  **Dec 2013 – Jun 2015**  **Junior 3D Modeler**  **Funnyplux, Seoul** |
| * Participation project SuperWings TV Series * Participation project Katuri TV Series   Created various 3D Character, Environment modeling in Concept Design and reference  Cooperated closely with other artists to obtain the best final results |

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**EDUCATION**

**Kyonggi University**

**Bachelor of Animation**

**ADDITIONAL SKILLS**

Maya

Xgen

ZBrush

Substace Painter

Mudbox

Redshift

VRay

MentalRay

Adobe Photoshop