

Chris In-Jae Choi

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PORTFOLIO

<http://www.injaechoi.com>

PROFILE

As a successful 3D VFX and General Artist in the industry, I am very experienced in creating brilliant, eye catching 3D and 2D Art using Houdini, Unreal, Blender, Maya, and other tools. These are my key strengths include being self-motivated, humble, having excellent communications skills and being team-player attitude. I am a people person and an enthusiastic self-motivator.

WORK EXPERIENCE

TOP LIGHTING CORPORATION. Rancho Cucamonga, CA (2016-2019)

Design Manager

Online Marketing, Customer Manager, Product Management (Photo, Description, Reviews)

Sales Strategy planning and M&A Board member.

Korean American Community Center of San Francisco. San Francisco, CA (2015)

Designer, General Office Manager.

Book keeping, Client Management, Document Services, Event Coordinate and Media Management.

CORE ENTERTAINMENT. Seoul, Korea (2009-2010)

Technical Supporter.

Client Management in Technical part. Tutorial Making (Book, DVD and online tutorials), Website build and Seminar Manager. Teaching University Students on Private Institute and University.

O2 MEDIA. Seoul, Korea (2008-2009)

3D Part Lead and General 3D Artist. (Softimage)

Game Graphic Development and RND.

3D graphics bake to 2D pixel art and Making pixel animation for in house game tool.

Game Title: O2Jam

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EDUCATION

Academy of Art University, San Francisco, CA (2010 –2015)

MFA: Animation & VFX (2011 –2015)

2nd BFA: Animation & VFX (2010 –2011)

Study about: Animation & VFX, Modeling, Rendering, Simulation, Node based Compositing, Foundation of art, History of design and General concept of Computer Graphics.

Jung-Ang Computer Institute, Seoul, South Korea (2005)

Study about: 3D Animation, Motion graphics, Video Editing and Sound Mixing

Kyong-gi University, Kyong-gi-do, South Korea (1998-2004)

BFA: Graphic Design

Study about: Typo Graphic, Graphic design, Foundation of Art, Art history, Color Theory, Motion graphics and 3D Animation.

EXPERIENCE

DIRECTOR and VFX artist

Tsunami on the Forest (Final Thesis)

Academy of Art University, SF, CA

- As a Final Thesis. I am doing all the things by myself to developing my skills and also testing my limits.

Shoot Developer

How to kill someone you hate (2014) (Short): Director: Won-Pyo Hong, SF, CA

- Deleting unnecessary object on the film. Make affordable scene what was filmed too dark.

VFX Supervisor

Freedom is not free (2013): Director: Chul-Wan Im, SF, CA

Academy of Art University, SF, CA

- In this shot 3d animation film, I did a role of VFX supervisor. I did lighting, effects, compositing, and rendering.

LANGUAGE

English, Korean

TOOLS

Houdini(5), Maya(5), Softimage(6), Blender(3), Zbrush(3), Unreal Engine(3), Unity Engine(1), After Effect(5), Nuke(3), Photoshop(10), Illustrator(10), Indesign(5), Lightroom(10)