

EDUCATION

Savannah College of Art and Design (GA, United States)

Master of Arts in Animation | Sep 2023 – May 2025

Hongik University (Seoul, South Korea)

Master of Fine Arts in Interaction Design | Mar 2020 – Aug 2022

Sungkyunkwan University (Seoul, South Korea)

Bachelor of Business Administration

PROFESSIONAL SUMMARY

Multidisciplinary 3D Artist with a unique background in animation, interaction design, and business strategy. Skilled in creating 3D characters and environments using Maya, ZBrush, Blender, and Unreal Engine, with experience in modeling and texturing for collaborative film and game project.

3D ART PROJECTS

- **3D Modeler for the Hackathon Project *Dear Apothecary* at the Meta Horizon Creator Competition** | Apr – May 2025
 - Designed and created 3D environments and props to build a virtual simulation world tailored for the Meta's Horizon platform in a hackathon project *Dear Apothecary*, as part of a team with one other artist and two coders.
 - Project '*Dear Apothecary*' URL : <https://devpost.com/software/apothecary-sim>
- **3D Texturing Lead for the VFX Thesis Film *In Between*** | Apr – May 2025
 - Served as Texturing Lead on *In Between*, leading a team of 3 artists to create textures for CG animals in the thesis film that combined computer-generated animals and human performances, based on Unreal Engine, as part of a crew of 40.
- **3D Modeler for the Short 3D Animated Film *Hugs!*** | Apr – May 2025
 - Served as 3D environment modeler on *Hugs!* working alongside 14 artists to achieve the film's visual goals.
- **3D Prop Texture Artist for the Capstone Film *Iron Chef*** | Feb – Mar 2025
 - Collaborated with a team of 21 artists to create 3D interior prop textures for the capstone film *Iron Chef*.
- **3D Environment Art for the Unreal Engine Project *Enchanted Winter Cabin* at W Computer Academy** | Feb – Apr 2023 (Seoul, South Korea)
 - Designed and created a snowy environment level using the Niagara VFX system and Blueprints, rendered in Unreal Engine 5.
- **Interaction Design Project for the Master's Thesis: "A Study on the Expressive Elements of Virtual Rewards in Fitness Applications"** at Hongik University | Jan – Jul 2022 (Seoul, South Korea)

PROFESSIONAL CAREER

- **Project Manager at Daekyo Co., Ltd.** | Dec 2021 – Aug 2023 (Seoul, South Korea)
(Daekyo is a children's educational content and broadcasting company)
 - Developed interactive experiences for the *Kids Book Challenge: Metaverse Exhibit* (Web/App) project in collaboration with the Metaverse startup Fampy.
 - Designed the project concept and interaction design for the *Kids Virtual Bank* (Web/App) project, which reached 1,000 children
 - Press & Recognition: ["Daekyo and Shinhan Bank Launch '5-Week Challenge' for Eye-Level Learning Center Students with Eye-Level Virtual Account"](#) – NewsLock (Apr 12, 2022)
- **Assistant Manager at KEB Hana Bank** (Department of Future Strategy) | Feb 2017 – Dec 2019 (Seoul, South Korea)
 - Developed interactive experiences for the *A.I. robot financial education program* in collaboration with the robot startup Robocare, reaching more than 20 schools in South Korea.
 - Press & Recognition: ["KEB Hana Bank Launches Youth Financial Education Program with Robot teacher"](#) – FNTIMES.COM (Jun 15, 2017)
 - Established 1Q Agile Lab and partnered with 70+ Korean startups to develop UX/UI-integrated Proof-of-Concept prototypes for open innovation.
 - Press & Recognition: ["Banking on Startups: How KEB Hana Bank's 1Q Agile Lab Accelerates Tech Startups with Swift, Flexible Support"](#) – iDaily (Mar 12, 2019)

SKILLS

- **Software** : Maya, Blender, ZBrush, Unreal Engine, Marmoset, Substance 3D Painter, Adobe Premier Pro, Figma, Atlassian Jira
- **Technical Skills** : 3D Animation, Modeling, Sculpting, Texturing, UV Mapping, Lighting, Rendering, Compositing
- **Soft Skills** : Project Management, Problem-solving, Multi-disciplinary collaboration, User Experience design