

## OBJECTIVE

To composite and light for feature films, television, and games as well as design 3D environments. Seek to enrich employers with impressive work ethics and great attitude for all projects. Strive to supplement current skills with new abilities and experiences.

## SKILLS

### Software

Adobe After Effects, Adobe Photoshop, Autodesk Maya, Foundry Nuke, 2d3 Boujou, Final Cut Pro, MAC OS X, Windows

### Languages

Fluent in English and Korean

### Leadership

Takes initiative to facilitate processes and group driven assignments. Manage assignments and group work with strong communication skills

## EXPERIENCE



Otis College of Art and Design, Los Angeles, CA

### Academic Computing Services

Lab Technician

Oct 2008 - Present

- Troubleshooted MAC's and PC's for technical issues
- Assisted students with print jobs
- Managed technical equipment

### Media in Motion I & II

Teaching Assistant

Aug 2009 - May 2010

- Assist professor with teaching students motion graphics techniques
- Help students with software usage

### Motion Graphics Foundation

Teaching Assistant

Spring 2010 - May 2010

- Assisted professor with teaching the foundations of motion graphics
- Introduced students to the After Effects package

### Principles of Design

Teaching Assistant

Aug - Dec 2008

- Assisted professor with administrative tasks
- Guided students in learning basic design principles



Mobile Motion Mocap, Glendale, CA

May - Aug 2009

### Intern

3D Artist/Composer

- Designed 3D environments for in-house projects
- Cleaned up mocap data from production shoots
- Assisted technicians with mocap suit setup and usage

## EDUCATION



Otis College of Art and Design, Los Angeles, CA

B.F.A., Digital Media

Expected graduation, May 2011

## ORGANIZATION



ACM Siggraph Student Member



LA Siggraph Local Chapter Student Member



Otis College of Art and Design, Los Angeles, CA

Sept 2008 - April 2009

Student Government Board Member

- Chief of Communications

## AWARDS



Dean's List

Fall 2008 - Spring 2010