KYUNGJOON JI

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SUMMARY

3D / Environment artist equipped with an excellent work ethic and capacity to offering a strong skill set in 3D creation for production.

SKILLS

- Autodesk Maya
- Autodesk 3D Studio Max
- AutoDesk Mudbox
- UDK Editor / Unity
- Pixologic ZBrush
- Substance Painter

- 3D Coat
- xNormal
- Quixel SUITE
- Marmoset
- UV Layout
- Adobe Photoshop / Illustrator / Premiere

LANGUAGES

English, Korean

EDUCATION

2013
Masters Degree: Game Design
Academy of Art University

2008
Bachelor of Fine Arts: 3D Animation
Academy of Art University
Specialized in 3D animation and visual effects with focused on 3D environments modeling

EXPERIENCE

06/2016 to Current
3D Artist
Self Employed — San Carlos, CA

10/2015 to 06/2016
3D Artist
Streamline Studios — Kuala Lumpur, Malaysia
- Working closely with art director and team leader to create high quality in-game asset production work AAA titles.
- Project: Street Fighter / Marvel vs Capcom: Infinite

10/2014 to 10/2015
3D Artist
Mindlance for Apple — San Jose, CA
- Under NDA for actual work completed, contracted by Apple through Mindlance for 3D QA work.

06/2011 to 07/2011	3D Artist

Daglow Entertainment – Sausalito, CA
- Created 3D models and textures for unannounced social game title.
- Assets ranged from simple to complex architecture and props.

10/2009 to 01/2010	Prop Modeler

Digitrove, Inc – San Francisco, CA
- Asset creations for Trion game studio's project.
- Architectural and environment modeling, texturing and lighting.
- Resurfacing prop geometry with animation-ready topology.

01/2001 to 01/2004	Cargo Loadmaster

ASIANA AIRLINE – San Francisco, CA
- Documentation control, customer services, and delivery with extensive experience in operations control and management.
- Safe and economic planning for company cargo flights.
- Supervision and management of team of 8 cargo personnel, computing of flight plan with appropriate authorities.