



CHUL SHIN
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SUMMARY

Professional experience in several projects mainly in modeling and texturing hard surface assets. Strong visual communication-management skills and ability to work within strict guidelines and deadlines. Ability to work within creative team environment.

WORK EXPERIENCE

- Personal Air Vehicle Technology** **12/2008-01/2009**
3D artist
Participated in the project "Dual-Mode Electric Wheel Fan Propulsion System for Convertible Personal Air Vehicle" as modeler/ texture artist/ animator.
- Zoic Studio** **09/2008-12/2008**
Internship
- Team Coelacanth Productions** **03/2008-07/2008**
Modeler/ Texture artist
Dead Red - Produced three 3d vehicles in support of a graphic novel/ feature film pitch.
- Mat Broome, Marvel Entertainment** **03/2008-12/2008**
Environment Modeling
Corrected numerous modeling defects (missing geometry, backfaces showing, etc.) in 35 3d models of building and vehicles so they could be rendered by Broome to serve as environment backdrops for his current Marvel Entertainment assignment.
Technical support
Participated in Broome's project <http://www.myjpd.com/> as a technical director for 3d contents.
- Rockstar San Diego** **04/2008-04/2008**
Modeler & Texture Artist
Red Dead Revolver 2 - Completed a modeling test for Red Dead Revolver 2 that consisted of a concept painting of a western town and a fully realized Post Office building. While the test was acceptable to Darren Bader, lead concept artist for RDR2, Rockstar is not currently hiring environment artists. The demo is being kept on file for future reference.
- Tech Department of The Art Institute of California - San Diego,** **07/2005-03/2007**
The Service Bureau
Technical support, Reprographics, Color controls of printers
- Sunwoo Entertainment, Seoul, Korea,** **05/1999-10/2001**
Sunwoo Digital International
Fox- Family Guy
Klasky csupo- Rocket Power, Rugrats , Wild Thornberrys
Disney- Recess, Pepper Ann
Nickelodeon- Invader Zim
Sunwoo Entertainment- The Adventure of Milo
Research and Development Department
Technical Support
3D environment modeling/ texturing

SKILLS

Traditional Drawing
Quick sketch, Gesture drawing, Concept design

Software Knowledge
Photoshop, Maya, 3DS Max, After Effects, Zbrush

EDUCATION

Bachelor Degree, Media Art & Animation
The Art Institute of California - San Diego,

03/2008