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| **WONMIN JO**  **3D Modeler**  [**www.wonminjo.com**](http://www.wonminjo.com)  [wonminjo3d@gmail.com](mailto:wonminjo3d@gmail.com)  415-726-3750 • San Francisco  **KEY SKILLS**  **Tools**  Maya, ZBrush, Photoshop, Substance Painter,  After Effects, ShotGrid,  Nuke, Marvelous Designer,  PureRef  Unreal Engine, Unity,  ClipStudio, Procreate  **Technical Skills**  High-quality 3D modeling  (organic and hard surface),  retopology, UV mapping,  texturing (PBR Shader), XGen Grooming,  rendering, lighting  anatomy, clay sculpting,  drawing, proportion  **Interpersonal**  Time management, communication, pro-active  positive attitude, flexible and adaptable, problem solver,  quick learner  **Languages**  English & Korean |  | **ABOUT**  A detail-oriented 3D modeling artist passionate about creating visually stunning, stylized, and realistic 3D characters. Positive team player experienced working in the CG pipeline.  **EXPERIENCE**  **Character Modeler** Studio X, San Francisco (2022-2023)   * Sculpted the stylized boy character Danny including clothes and shoes, based on concept art for the short film *Bonded.* * Communicated closely with the director and teammates in weekly meetings and applied their feedback to the model * Retopologized mesh and created UV maps for texturing.   **CG Generalist** Studio X, San Francisco (2024-present)   * Set up the scene of the assigned shot in Maya with textured assets, applied alembic cache, and rendered EXR files following the naming convention for the short film *Chain*. * Rendered Background shots in Unreal Engine. * Worked with the team for troubleshooting. * Adjusted the lighting in Nuke using cryptomatte and Grade node and produced the final comp as png image sequence and mp4.   **EDUCATION**  **Bachelor of Fine Arts in Animation & Visual Effects, Emphasis in 3D Modeling**  Academy of Art University, San Francisco (May 2024)  *Courses include Organic Modeling, Hard Surface Modeling, Head Sculpting and Facial Expressions Ecorche, Advanced Lookdev and Lighting, Figure Modeling, Game Engines, Respect for Acting*  **Academy of Art University 2024 Spring Award Winner** - 3D Realistic Organic Modeling  **PROJECTS**  **Head Sculpt, Tom Cruise Likeness** (2022-2023)   * Sculpted a realistic portrait of Tom Cruise and created facial expressions and blend shapes. Sculpted the heads and expressions using layers in ZBrush. * Brought the expressions to Maya and created blend shapes of anger, sadness, disgust, happiness, and surprise. * Hand-painted the realistic skin textures using poly paint in ZBrush and applied to the mesh using AiStandard shaders Groomed hair, eyebrows, and eyelashes using XGen in Maya.   **Ashitaka Character Modeling** (2023-2024)   * Sculpted and retopologized a VFX-ready full-body high-res character from concept art. * Objects include weapons, clothing, patterns, a character, a functioning mechanical arm, a monitor, and a gas mask. * Hand-painted textures in Substance Painter and applied them with PBR shader. * Set up the scene in Maya with an organized naming convention. * Categorize materials on the character to minimize the number of shaders.   **Texture/Lookdev/Lighting, Mery & Armstrong** (2023)   * Created PBR shaders for two stylized characters, Mery and Armstrong. Hand-painted stylized textures using Substance Painter and created specular, diffuse, and bump maps of their skin, clothing, and eyes. * Applied the textures in Maya using Arnold AiStandard surface shader and adjusted them to be visually appealing, including subsurface scattering. |
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