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| **WONMIN JO** **3D Modeler**[**www.wonminjo.com**](http://www.wonminjo.com)wonminjo3d@gmail.com415-726-3750 • San Francisco**KEY SKILLS****Tools**Maya, ZBrush, Photoshop, Substance Painter, After Effects, ShotGrid, Nuke, Marvelous Designer, PureRefUnreal Engine, Unity, ClipStudio, Procreate**Technical Skills**High-quality 3D modeling (organic and hard surface), retopology, UV mapping, texturing (PBR Shader), XGen Grooming,rendering, lightinganatomy, clay sculpting,drawing, proportion**Interpersonal**Time management, communication, pro-activepositive 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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