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CAREER

2022/11 ~ 2024/03 Senior Technical Artist at Unity Technologies

Contract Proposal preparation with definition of feasibility

Listing of key features to deliver to client evaluation of production time and cost / margin target

POC pre-production, dynamic and interactive conceptual proposition

Adaptation to client highest vision, find compromise, and stick to goals

Agile Project management, dual direction feedback and constant improvement over project completion time

Specialised on Asset Data Ingestion Pipeline / Automation to optimise realtime

Content production for use by Designers and Marketing / Communication teams

2021/03 ~ 2022/11 CG Assistant Manager & Technical Artist (차장) at Metavu Ltd (Extriple Ltd)

In charge of the Design and Graphic Team for AR / MR / VR project production

Managing 3D Artist with mentoring and workflow improvement research

Defining Technical constraints and giving optimizations through Python scripting according to Artist and Programmers feedback

Monitoring of technological development in Augmented Reality device, VR device and Smartphone software dev for further product

2018/01 ~ 2021/03 CG Lead Artist (과장) at Metavu Ltd (Extriple Ltd)

Develop the production of Serious Gaming Content for AR / MR / VR platforms using Unity and various DCC Software

Guide 3D Artist to match customers mind and final product feasibility under time & technical constraint

Lead the 3D team as well as the programmers on workflow and unity tools requests. Help on UI decisions too

Monitoring of technological development in Augmented Reality device, VR device and Smartphone software dev for further product

2015/09 ~ 2018/01 CG 3D Artist (대리) at Metavu Ltd (Extriple Ltd)

Create assets library and animations for Serious Gaming Application

Guide the dev team on workflow decision, manage production time-line, feasibility, quality control.

2014/03 ~ 2015/01 Visiting Professor Design Dept (시간강사) at CWNU National University

Introduce and Teach basics concepts of Digital Illustration to 1st grade University Students in 3D Graphic Arts from various area From 2D to 3D Media

Show them all the various areas they can work on and monitoring their thoughts and request to let them reach their goals. Introducing

Illustration class through various 2D software (Illustrator & Photoshop) and 3D Software (3DsMAX, Maya, ZBrush and Modo) for around 45 students.

2014/03 ~ 2015/01

Visiting Professor Design Dept (시간강사) at CWNU National University

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2010/04 ~ 2015/09

Freelance 3D Artist

3D Real Time Production: Modeling / Texturing of Vehicle, Props, Trees and Level Design

2008/01 ~ 2010/01

CG Environment and Vehicle Artist at APPORTMEDIA (EDISER)

CG Environment Artist for Real Time Driving Simulation Software

In charge of all the 3d contents of the project, I've got an experienced ability to manage very large data, for bringing into life, and manage as user-friendly as possible a 400 Km² landscape. At early 2006 the map was only 1 Km²

Focusing on the modeling and scene composition of trees, terrain and all the 3D props content in this area. I've been in close relation with the lead 3d engine dev programmer in order to get the most adapted tool to reach this goal.

The precision required for the road infrastructure was interesting to manage as well as on the opposite side, the inaccuracy needed to composed a true foliage composition for the natural environment.

The R&D part really interest me, as well as the Artistic part as everything was challenging as an entire In-house project / tools.

2004/05 ~ 2007/12

CG Artist at APPORTMEDIA (EDISER)

CG Artist at Apportmedia for Real Time Driving Simulation Software

In charge of Props, Building, Landscape. Sometimes responsible of some Vehicle

In close relation with Dev departement in order to create Import / Export / Tool from Maya to our own proprietary Engine.

2017/11 ~ Present

Modo | RizomUV | Marmoset Toolbag | PiXYZ | Kit/Plugin developer

Create DCC Python based Kit and Plugins to seamlessly enable interoperability between softwares, streamlining the processes, for fast and high quality content production with in #MODO | Marmoset Toolbag | RizomUV | PiXYZ Studio | Plasticity | Pixaflex | PiXYZ Studio / Processor

EDUCATION

2013 ~ 2014

CWNU - CHANGWON NATIONAL UNIVERSITY

Level 1 & Level 2 of Korean Language Diploma

2000 ~ 2003

ESMA - Ecole Supérieure des Métiers Artistiques

2 Years Degree of Computer Graphic Animation in Cinema and FX

1999 ~ 2000

Ecole de Conde - AXE-SUD

1 Year Preparatory Class of Traditional Graphic Art

1999

HighSchool Diploma

Baccalaureat of Technology

1996

School Diploma

Diplôme National du Brevet

PERSONAL

Native: French

Fluent: English

Basic: Korean

Citizenship: France