

YURIM CHOI

LIGHTING ARTIST

CONTACT

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 <https://yurim319.wixsite.com/yurimchoi>

 <https://youtu.be/TV5TzCR9C1E>

SKILLS

Maya/Unreal Engine 4, 5

Arnold/Vray

Nuke/Fusion/Natron

Substance Painter/Zbrush

Adobe photoshop/Illustrator/AE/Premior

EDUCATION

Bachelor of Animation

ChungKang Collage of Cultural Industries

2017-2021

Major in Animation

Korea Animation HighSchool

2014-2017

LANGUAGES

English (conversational)

Korean (native)

PROFILE

Passionate lighting artist with over 3 years of experience in lighting and compositing for complete shots. Proficient in lighting for diverse projects, encompassing animation, virtual human, music videos, and short-form content, leveraging skills in Maya and Unreal Engine. Possesses foundational knowledge in Python and Unreal Blueprints, using them to create and deploy tools that enhance efficiency in the workplace.

WORK EXPERIENCE

Lighting Artist

AFUN INTERACTIVE

September 2021–Present

- Produced lighting and rendering for virtual K-pop artists 'Apoki' and 'Lechat', including music videos, promotion videos, and short-form animations utilizing Unreal Engine 4, 5.
- Engaged in the production of commercial films, collaborating with esteemed entities such as Riot Games, Sony Music Japan, Tommy Hilfiger, and Beaker in the capacity of a Lighting Artist.
- Participated in the lighting and rendering of virtual K-pop music video project 'GIRL'S RE:VERSE'.
- Contributed to the lighting and rendering for virtual concert live "Dreamhack Japan" and "Mcountdown" for Apoki.
- Composited characters into live-action backgrounds using Fusion for short-form content.
- Managed the lighting, rendering, and compositing components of virtual influencer project 'Ovadozu'.
- Engineered a tool, utilizing Python and Unreal Blueprints, to streamline sequence creation for enhanced shot management.

3D Generalist

PEOPULLEY

April 2021–August 2021

- Using Maya Arnold, Vray renderer, and nCloth to create video sources for interactive art.
- Created graphic animations using Adobe After Effects and Photoshop, and composited render passes.
- Established render farm services for Maya Arnold and After Effects.