





# YURIM CHOI

## LIGHTING ARTIST

### CONTACT

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### 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.