

ANNIE YOON

CG Generalist | Modeling | LookDevelopment | Lighting & Rendering

New York, NY
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EXPERIENCE

Crafty Apes, New York, NY

3D Generalist - Full Time

Nov 2022 - Nov 2023

- Worked closely with a CG team of supervisors and artists to create the desired look and study the material properties from the photo references to implement into the CG props.
- Lighting the scene to match the plate using the direction, softness, and intensity of a shadow in the plate as a guide.
- Always kept the possibility open for adjustments to be made.
- Responsible for rendering specific AOVs using render layers to send over to what the comper additional needs.
- Responsible for Model, Layout, Texture, Procedural Shade, Procedural Model, Light, and Render, implementing new skills or render engines learned from peers and CG leads.

Molecule VFX, New York, NY

3D Generalist - Full Time

Nov 2021 - Nov 2022

- Learned organizational skills, such as communicating, collaborating, organizing work files for the following pipeline, and prioritizing tasks while working remotely.
- Consistently collaborated with team members to meet tight deadlines, sometimes overtime, resulting in a 100% on-time project delivery rate.
- Working with the team under the instruction of sups and leads. Updating versions until the client approves and deliver to the following department before the deadline.

3D Artist - Freelance

Jul 2021 - Nov 2021

- Learned to create and develop variations for the props using the procedural shading method
- Learned to keep the naming conventions clear and consistent for pipeline efficiency.

EDUCATION

Prunae Creative Studio — Art College Prep Conductor

Jan 2022-Jul 2022

- Designed lessons and conducted bi-weekly workshops on art and design fundamentals for prospective animation students.
- Mentored students through the portfolio development process
- Facilitated group critiques and discussion

School of Visual Arts — BFA Computer Art, Animation & VFX

2018 - 2021

- SVA Outstanding Achievement Award - Thesis film, 'Disillusionment'
- SVA Merit Award, Silas H. Rhodes Scholarship Award

COLLABORATION

HAMSA (2020) by Daniela Dwek, Chrysy Baek, and Maya Mendonca. Texturing and Shading of various props and assets

DIABLO CONSUELO (2020) by Kayleen Acosta, Gabriel Aguirre, and Josette Ortega. Modeling, texturing, and shading of various props and assets

SKILLS

Arnold
Mari
Substance Painter
Zbrush
Nuke 3D Compositing
Vray
Photoshop
After Effects
Xgen
Mash Procedural
Speed Tree
Pt Gui

PROFESSIONAL WORK

Outer Range
We Were The Lucky Ones
The Crowded Room
The Walking Dead
Tulsa King
Gossip Girl
Billions

INVOLVEMENT &

LEADERSHIP

Women in Animation (WIA) /

2019 -present

ANNY Best of Fest

Volunteered for Women in Animation promotion / 2019

School of Visual Arts Student

Ambassador

Created a welcoming space and provided answers to the questions from the incoming prospective students / 2019