

SEOHEE CHOI

LOOK DEVELOPMENT / 3D GENERALIST

CONTACT

Los Angeles (347) 415 - 2739 seoheechoi.art@gmail.com www.seoheeart.com

PROFILE

3D Generalist with a focus on Look Development.

Experienced in modeling, texturing, and lighting, with a strong ability to craft visually engaging stories through art.

EDUCATION

GNOMON

School Of Visual Effects, Games & Animation

Bachelor of Fine Arts

Digital production

07/2022 - 12/2024

SCHOOL OF VISUAL ARTS

Bachelor of Fine Arts

Computer art

09/2021 - 04/2022

Transferred to gnomon after freshman year

SEOUL ART ACADEMY

Unaccredited full time program

• Fine art

AWARDS/ RECOGNITION

WIA

Women in animation

• 2024 scholarship recipient honorable mention

VOYAGE LA

Published article magazine

• Featured in Voyage LA Magazine for a story highlighting my journey in 3D art

GNOMON

2023 Fall Best of term

• Best of Term recipient for Stylized Environment category at Gnomon School of Visual Effects

President of Texturing & Modeling Club

- Arranged student demos and managed speaker events featuring industry professionals
- Spoke/moderated events in front of peers

SCHOOL OF VISUAL ARTS

2021 Fall Honor of term

SOFTWARE

Maya / Houdini / Mari / Nuke / Zbrush / Unreal Engine / Marvelous Designer / Speed Tree / Xgen / Yeti / Adobe suite

SUMMARY OF SKILLS

LOOK DEVELOPMENT

- Proficient in creating and refining the visual style of characters, props, and environments.
- Strong understanding of color theory, lighting, and materials to enhance visual storytelling.
- Skilled in troubleshooting technical issues related to asset creation and look development.

MODELING

- Adept at creating high-quality 3D models using software such as Mava. ZBrush.
- Knowledgeable both hard surface and organic modeling, topology, UV.

TEXTURNG

• Proficient in 3D texture and shading workflow with applications like Mari, Substance Painter, Houdini and maya to create detailed textures.

LANGUAGES

English/Fluent Korean/Native