



# Dae Yeon Cho


## 3D Artist

 Toronto, Canada

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### CONTACT

 <https://www.dycho3d.com>

 <https://www.linkedin.com/in/dycho/>

 <https://vimeo.com/dycho>

### EDUCATION

#### School of Visual Arts

BFA / Computer Art,  
Computer Animation & Visual Effects  
2013 - 2017

#### Centennial College

Diploma / Game Art  
2019 - 2020

### HONORS & AWARDS

#### Scholastic Art Awards

2 Gold key, 1 Silver Key, 2 honorable mentions  
2012/2013

#### SVA Dean's List

2013 Fall, 2014 Spring, 2015 Fall

#### Outstanding Achievement Award

SVA Computer Animation & Visual Effects  
2017 Short film, "Don't talk to Strangers"

#### CINE MIAMI FEST Award Winner

2017 Short film, "Don't talk to Strangers"

### SOFTWARE & SKILLS

Autodesk Maya

Arnold

V-Ray

Redshift

HDR Light Studio

Perforce

Korean language

Zbrush

Mudbox

Marvelous Designer

UV layout

3D Equalizer

PlasticSCM

Unreal Engine

Speedtree

Reality Capture

PT Gui

Marmoset Toolbag

Shotgun

Unity

Substance Painter

Substance Designer

Substance Alchemist

Mari

Asana

O3DE

Photoshop

Premiere Pro

After Effects

Nuke

Jira

### PROFILE

Hi, I am a 3D Artist specializes in lighting and real-time projects. I have been working in an architecture, cinematic, commercial, film and game industry. Due to my wide range of working field experience, I have learned many of the techniques, skills and programs. The knowledge and technical skills that I have gained through working on multiple tasks, greatly opened up my vision to look for the aesthetic, detail, color, history and overall composition.

### EXPERIENCE

#### 3D Generalist / Unreal Artist

*The Sequence Group / BC / Jan, 2022 - Mar, 2023*

I had fun being part of various types of game trailer, and cinematic projects that involve utilizing Unreal Engine. I was responsible for creating a shot based system through Sequencer, layout, set-dress cinematic spaces, modeling props, architectures, assets, textures, material, fx, lighting and rendering. I assist in establishing pipeline in Unreal Engine. Create and utilize blueprints, material functions, niagara, UE systems to push the quality visual in real-time.

#### 3D Artist

*Apocalypse Studio / ON / Jan, 2021 - Nov, 2021*

I had an amazing opportunity to work on a AAA game title. I was responsible for collaborate within the team to design and layout gameplay spaces. Assist in establishing pipeline. Create props, terrain models, textures, material, set-dressing and lighting.

#### 3D Artist Intern

*Tendril Studio / ON / Jan, 2020 - Apr, 2020*

I had an amazing opportunity to work on a character project. I had a chance to learn the entire character pipeline workflow and how to create a likeness character from images.

#### Apprentice/ Assistant Digital Artist

*Whiskytrees / CA / Aug, 2017 - Dec, 2017*

I was part of digital team in film and commercial work. I created diverse model, texture, and shading. I modeled hard to organic surfaces to creating a set extensions in CG. Two of the films that I worked on are Thor: Ragnarok and Monster Hunt 2.

#### CG Artist Intern

*Framestore / NY / Feb, 2017 - Apr, 2017*

I was part of the CG team in commercial and promotional works. I was responsible for working, assisting texturing work on the bear in Lysol; protect like a mother project, lighting and compositing on some of the shots in Christmas Card project.