

# Jinchul Jung

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## Objective

Obtain a position in a company that provides a challenging work environment where I can utilize my work experience and skills to achieve the corporate goals

## Education

- M.A in Visual Effects** Jul. 2009-Jun.2011  
Savannah College of Art and Design, Savannah, Georgia
- B.F.A in Design Multimedia** Mar.1997-Aug.2002  
Induk University in Seoul, Korea

## Experience

- Pipeline TD** Brandnewschool, Los Angeles Sep.2019 - current  
Position - Pipeline TD and Character rigger  
Develped pipeline tools for motion graphic
- Pipeline TD** Jibjab Studio, Los Angeles Jan.2018-May.2019  
Position - Pipeline TD and FX artist  
Implemented Shotgun pipeline for animated TV show "Ask Story Bots"  
Customized Shotgun toolkit and developed studio in-house tools
- Technical Specialist** Autodesk Korea, Korea Sep.2014-Oct. 2017  
Position - 3ds Max, Maya, Motion Builder technical support  
Increased number of Autodesk product users in the Korea market
- Technical Artist** Brainzoo Studios, Los Angeles Aug.2011-Mar.2013  
Position - Animation and FX technical artist  
Edited and optimized motion capture data  
Developed FX pipeline and character rigging tool
- At SCAD – Mentoring** Visual Effects and 3D Animation Jun.2010-Apr.2011
- Senior Visual Effects Artist** Micrograph Co, Korea Jul.2006-Jan.2008  
Position - Animator and pre-visualization artist  
Edited and optimized motion capture data into the movies  
Team Lead for the pre-visualization team  
Participated in two Korean movies, a Hollywood movie and a game cinematic
- Visual Effects Artist** Mobigate Co, Korea May.2005-Jun.2006  
Position – 3D generalist  
Participated in five commercial films and oneTV animation  
Supervised visual effects section in two commercial films
- F/X Artist** CCR Co, Korea Mar. 2004-Mar. 2005  
Position -F/X artist in the on-line game called "RF\_Online"
- Visual Effects Artist** Deep Pictures Co, Korea Jan. 2003-Feb.2004  
Position - 3D generalist  
Participated in four Korean movies and four commercial films

## Computer Skill

Application: Maya, 3ds Max, Shotgun, Motion Builder, Mudbox, Stingray engine, Adobe applications  
Programing: Python, MEL, Max script, PySide/PyQt, Git, MongoDB