

HOKEUN CHOI

Tustin, CA | 714 757 1319

hokeunchoi88@gmail.com

3D Character Artist | Generalist

3D Modeling | Blendshape | Texture | Lighting | Look Dev | 3D Print | UV | GROOM

Highly skilled and creative 3D Modeler knowledgeable in wide array of modeling and texturing solutions, with exceptional modeling, blendshape, lighting, rendering, painting, fine arts, animation, film editing, and 3D printing skills. Collaborates well with others to generate and execute ideas within tight deadlines.

Tools

**MAYA | ZBRUSH | 3D Coat | MUDBOX | MARI | SUBSTANCE PAINTER | KATANA |
RENDERMAN | VRAY | ARNOLD | XGEN | MARVELOUS | YETI**

Experience

3D CHARACTER ARTIST, Meta (Ready at Dawn) | Irvine, CA

JAN 2020 – 2023

- **Confidential Project**
Prototype modeling and creature concept modeling
Developed blendshape workflow, documentation, and tools
- **Confidential Project**
Prototype character and concept modeling
- **Echo VR**
Season 1 – S8B character modeling and prop
Season 2 – Automation character modeling and prop
Season 3 – Samurai character modeling and prop
Season 4 – Funk character modeling and prop
Season 5 – Junkyard booster and bracer modeling
Season 6 – Shark character modeling and prop
Season 7 – Noble knight character modeling and prop
- **Lone Echo II**
Prop modeling
Character modeling
Blendshape and wrinkle map for the character Harlan

- **The Witches**
Character facial expression (character, blendshape)
Grand witch – Full facial expression
Grand witch mouse – Full facial expression
Bruno, Mikey, and Practical mouse – Full facial expression

Character concept modeling, look development and fur
Participated in creature concept and look development
- **Men in Black 4**
Mob boss facial expression (character, blendshape)
Character head modeling
Blendshape
- **Welcome to Marwen**
Facial expression (character, blendshape)
Character head modeling
Blendshape
- **Predator**
Modeling, texture, and look development
Created chopped legs, digital double model, texture, and look development
- **Velvet Buzzsaw**
Modeling, texture, look development, groom
Character modeling, texture, and look development
Character groom with fur shading
- **Facebook VR project**
3D modeling (creature, environment)
Texture and look development
Oculus Avatar blendshape
- **OA 2**
Netflix TV series
Creature modeling
Created octopus, crow texture and look development
- **Robot Death and Love : Ice Age**
Netflix TV series
Creature and environment
Created Trex and environment prop texture and look development
- First (no official title yet)
Spaceship modeling and texture

Advertisement

- JEEP JURASSIC
Blendshape for Trex
Low mesh modeling for all dinosaurs

Television Series

- Orville
Fox TV Series
3D Modeling (character, prop, blendshape)
Created alien characters and props
- Lemony Snicket's A Series of Unfortunate Events
Netflix TV series
3D modeling (character, environment, hard-surface and shot fix)
Created CG toddler, costume, and assisted house and environment

Film

- Asura
3D modeling (character, weapon, costume, and blendshape)
Created hero character and blendshapes
- Chingiz Khan
3D modeling (creature, prop and blendshape)
Created some creatures and animal characters and blendshapes
- Crazy Alien
3D modeling (character and blendshape)
Developed hero character and blendshapes

Special Venue Projects

- Wanda Nanchang Ocean World Aquarium ride show
3D modeling (creature, environment)
- Monkey King
3D modeling (character, prop, 3D print model)

3D ARTIST, W2 STUDIO I South Korea Created creature characters and human characters for game cinematic film	OCT 2016 – AUG 2017
3D PRINTER ARTIST, EDGE LINE I South Korea Created human modeling reference images (Cloth, Body, Pose)	DEC 2016 – MAR 2017
3D MODELER, MONSTER STUDIO I South Korea Created cartoon characters modeling and prop modeling (Blendshape)	MAR 2015 – AUG 2015
VIDEO EDITOR, Fish salt I Anaheim, CA Edited launching party film, including sound and visual effects and commercial video editing	APR 2015 – MAY 2015
VIDEO EDITOR, ATOM VIETNAM I Vietnam Edited eagle oil commercial for Singapore eagle oil company	JAN 2014 – APR 2014
RETOPOLOGY, Freelance I South Korea Worked on retopology of scanned 3D human anatomy	DEC 2012 – AUG 2013

Education

3D MODELING, ACADEMY OF ART UNIVERSITY, CA	SEP 2016 – DEC 2016
ANIMATION, HONGIK UNIVERSITY, KOREA	MAR 2008 – FEB 2014

Awards

Busan International Exhibition of Film Animation Creation	2016
SBS Anigallery – Korea Broadcasting	2015