

YUCHAN

TECHNICAL

CHO

ARTIST

EXPERIENCE

- Pixar Undergraduate Program Intern**
 - Created projects in modeling, shading, lighting, vfx, and compositing as well as **built** tools for Blender in Python
- 2023 - 2024**
 - Intro to Computing Teaching Assistant @ Georgia Tech**
 - Taught Python concepts such as Object-Oriented Programming, Recursion, and loops to over **50+** students
 - 3D Artist Intern @ Universal Phoenix Group**
 - 3D modeled and textured **20+** **game assets** while working in large teams with other animators and artists

PROJECTS

- Live Controllable Visuals with MIDI @ Pixar**
 - Developed a interactive 3D scene with MIDI keys that changed the shading, lighting, and music with Blender Python
- 2024**
 - UPSTREAM @ Pixar**
 - Directed a short film along with 9 interns and created a new film pipeline that was shown to 50+ Pixar employees
 - Spotify Wrapped App @ Georgia Tech**
 - Led a team of 6 in developing an application that recreated the Spotify Wrapped experience in Android Studio

LEADERSHIP

- 2024**
 - Task-x @ Georgia Tech**
 - Developed a task manager application with customizable dates and courses in a team of 3 with **Java and Android Studio**
- 2023**
 - Videographer Intern @ Intermedium**
 - Directed short social media content to increase online engagement by **20%** for The Dennis Law Firm
- 2020 - 2021**
 - 3D Modeling Club**
 - Led **20+** students 3D modeling and Blender by founding a club in the midst of COVID-19

CONTACT

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- 📷 @3d.cho

EDUCATION

Georgia Institute of Technology - 3.87 GPA
Bachelor of Science in
Computer Science

EXTRACURRICULAR

OSCAR Band

- Filmed and directed music videos for concerts

Animation Club

- Produced short films with **3D models** in Blender

VGDevs

- Taught a **Blender** workshop for **15+** game developers

SKILLS

- 3D Modeling
- Video Editing
- Graphic Design
- Coding
- Creativity
- Communication
- Time management
- Problem solving

SOFTWARE

- Adobe Suite
- Houdini
- Maya
- Java
- HTML/CSS
- Blender
- Figma
- C
- Python
- Javascript