

# CHANJUN CHUN

Head of CG | Technical Director

## Contact

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150 West 56th Street Apt 3009  
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## Softwares



## Awards



Skilled and passionate Computer graphic visual effect artist in creative and technical development, based in New York City, work through program Autodesk Maya, Z-brush. SideFX houdini, and UV layout. Lot of experience in Technical Director and Head of CG position. Also have experience for founding a company and leading buisness, Carpediem Entertainment LLC in Korea.

## WORK EXPERIENCE

### Crafty Apes NY

Feb 2022 - Present  
New York City

**CG Supervisor | Head of Dept. (Full-time)**

Multiples of Feature films and episodic television shows  
Responsible for supervising and mentoring cg leads and artists  
Responsible for managing multiple CG vendors throughout different states and countries for directions and quality controls.

### Molecule VFX

Feb 2020 - Feb 2022  
New York City

**CG Supervisor | Head of Dept. (Full-time) - Promoted**

Multiples of Feature films and episodic television shows  
Responsible for supervising and mentoring cg leads and artists  
Responsible for CG projects bidding and scheduling cg works

Feb 2018 - Mar 2020  
New York City

**CG Lead | Technical Director (Full-time) - Promoted**

Multiples of Feature films and episodic television shows  
Responsible for CG Lead for projects and evaluate technical requirements  
Responsible for advising budget and lead research & development process

Feb 2017 - Mar 2018  
New York City

**CG Assets Supervisor (Full-time) - Promoted**

Multiples of Feature films and episodic television shows  
Responsible for Asset supervision for all aspects of CG pipeline

Feb 2016 - Mar 2017  
New York City

**CG Generalist (Full-time)**

Multiples of Feature films and episodic television shows  
Responsible for CG modeling / lookdev / lighting / rendering

### Digital Evolution NYC

Dec 2016 - Jan 2017  
New York City

**CG Generalist (On-line Freelance)**

Product modeling for commercial  
Responsible for Lacoste commercial 3D modeling

### Framestore NYC

Jan 2016- Feb 2016  
New York City

**3D Modeler (Freelance)**

Multiples of commercial  
Responsible for product modeling and additional lookdev.

### Bloop Animation

Sep 2015- Apr 2016  
New York City

**3D Lead Character Modeler (Contract)**

Animated short film 'Tasteful'  
Responsible for characters & environment modelings and supervision.

### Edit One

Aug 2015- Oct 2015  
New York City

**CG Generalist (Freelance)**

Multiple commercials previsualizations (Crayola, Schick, Melatonin, etc)  
Responsible for product modeling / lookdev / lighting

## EDUCATION

### School of Visual Arts

Aug 2011 - May 2015  
New York City

**Bachelor of Fine Arts in Computer Art 3D Animation VFX**

Thesis: 'Area 52' 3D animated Short Film Director

### Union League of All that Arts

Aug 2010 - May 2011  
New York City

**Vehicle Design & Engineering Studies**

