CV

CHANJUN CHUN – CG Supervisor / Head of CG Dept.

150 W 56th St. Apt 3009, New York NY 10019
Mobile: +1 (917) 753-3996, Email: cj.chun91@gmail.com
Nationality: South Korea; Date of Birth: December 14, 1991
Showreel: https://vimeo.com/169806432/475ea63aa2
Web: www.cjchun.tv   iMDB: http://www.imdb.com/name/nm8154899/

WORK EXPERIENCE

Feb - 2022 - Present
New York, USA

CG Supervisor I Head of dept.
Crafty Apes NY

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.

Mar 2020 - Feb 2022
New York, USA

CG Supervisor (staff) - promoted
Molecule VFX

Multiples of Feature film and episodic television shows
- Responsible for supervising and mentoring cg artists in technical and creative work
- Responsible for CG projects bidding and scheduling cg work for the projects
- Responsible for production pipeline supervision and propose solutions that are in need with the R&D

Mar 2018 - Mar 2020
New York, USA

CG Lead (staff) - promoted
Molecule VFX
Multiples of Feature film and episodic television shows
- Responsible for CG Lead for projects and evaluate the technical requirements.
- Responsible for advising budeget and lead research & development process

Mar 2017 - Feb 2018
New York, USA

CG Assets Supervisor (staff) - promoted
Molecule VFX
Multiples of Feature film and episodic television shows
- Responsible for asset supervision for all aspects of CG pipelines due to production works
- Responsible for Virtual Reality & Architectural projects pipelines and assets supervision

Feb 2016 - Mar 2017
New York, USA

CG Generalist (staff)
Molecule VFX
Multiples of Feature film and episodic television shows
- Responsible for CG modeling / lookdev. / lighting / rendering / camera layout / scene layout

Dec 2016 - Jan 2017
New York, USA

CG Generalist (off-site freelance)
Digital Evolution NYC

- Responsible for Lacoste commercial modeling / lookdev.

Sep 2015 - Apr 2016
New York, USA

3D Modeler (Contract)
Bloop Animation

Responsible for all characters & environment modelings for short 3D animation film 'Tasteful'
- Technical supervision for modeling edgeloops due to rigging process

Aug 2015 - Oct 2015
New York, USA

CG Generalist (Freelance)
Edit One

Responsible for Crayola, Schick Razor, and Melatonin commercial projects
- Modeling / Lookdev / Layout / Lighting

May 2014 - Mar 2015
Seoul, South Korea

Junior Asset Technical Director (On-site / off-site freelance)
Innu Media

Responsible of 3D installation projects for Yonsei University Clinic Center 'Media Wall' and
Sejong City 'Digital Wall' projects.
- Pipeline management and techincal supervision for 3D and VFX assets.

Mar 2013 - Oct 2014
Seoul, South Korea

Lead 3D Artist (On-site / off-site freelance)
X4 Design Branding

Responsible for Korea City Brading project & 2018 Pyeongchang Olympic Mascot modeling
- 3D modelings for all city mascots of Korea and 3D modelings for Pyeongchang Olympic
  asset modeling.

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COMPETITION

Feb 2014
New York, USA

Blizzard Entertainment

Blizzard Entertainment University Relations
World of War Craft Character 3D Art Competition
Selected as top 10 piece

Microsoft

Feb 2012
New York, USA

US Microsoft Imagine Cup
Groups creating creative application for windows
phone competion - Lead design team artist

AWARDS

2015 - Present
New York, USA

Chrisitian Film Festival - Best Student Film / Best Animated Film / Best Fan Favorite Film
Fake Flesh Film Festival - Best Student Film
SMPTE=HPA Student Film Festival - Semi Finalist Film
Rabbit Heart Poetry Film Festival - Official Selection
UK Christian Film Festival - Official Selection

EDUCATION

Sep 2011 - May 2015
New York, USA

School of Visual Arts

Bachelor of Fine Arts Degree in Computer Art 3D Animamtion VFX
Thesis: 'Area 52' 3D Animated short film

Sep 2009 - May 2011
Seoul, South Korea

The Union League of All That Arts

Automobile Design & Engineering Degree

PROFICIENCY

(EXC) - EXCELLENT
(ADV) - ADVANCED
(INT) - INTERMEDIATE

SOFTWARE

Autodesk Maya (EXC)
Autodesk Mudbox (EXC)
theFoundry Nuke (ADV)
theFoundry Mari (EXC)
SideFX Houdini (INT)
Arnold (EXC)
Mental ray (INT)
Headus UV Layout (ADV)
ZBrush (EXC)
Syntheyes (INT)
After Effects (EXC)
Primiere (ADV)
Cinema 4D (INT)
Photoshop (EXC)
Final Cut Pro (EXC)

OPERATING SYSTEMS

Linux (ADV)
Mac OSX (EX)
Windows (EX)

SCRIPTING / CODING

MEL (ADV)
Python (INT)
C++ (INT)

LANGUAGES

English - Advanced
Korean - Native