

KALEY CHO

Technical artist with a passion in combining technology and art to enhance storytelling.

CONTACT

Los Angeles CA
(Willing to relocate)
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SOFTWARE

- Unreal Engine
- Houdini
- Autodesk Maya
- TouchDesigner
- Unity
- NukeX
- Cinema 4D
- Substance Painter
- Adobe Creative Suite (Ae, Ps, Ai, Br, Au)

SKILLS

- Interactive Media
- Programming
- Technical Direction
- VFX
- Simulation
- Volumetric Capture
- Virtual Production
- Procedural Animation
- Projection Mapping
- Virtual Reality
- Augmented Reality
- Teaching

PROGRAMMING

- C++
- C#
- Python
- Java
- JavaScript
- HTML / CSS
- PHP
- SQL

LANGUAGES

- English (native)
- Korean (native)
- Japanese (conversational)
- Spanish (elementary)

WORK EXPERIENCE

Avatar Dimension – Junior Technical Artist

SEPT 2020 - PRESENT

- Create holographic videos using Microsoft's volumetric capture technology
- Develop websites that integrate 360 images and volumetric captures
- Write python scripts and develop new workflows to improve holograms

The Famous Group – Technical Artist Intern

JULY 2020 - SEPT 2020

- Created a stadium crowd tool in UE4 by using vertex animations from Houdini
- Prototyped an interactive photobooth using Microsoft Kinect and TouchDesigner

Walt Disney Imagineering – VFX Design Intern

MAY 2019 - DEC 2019

- Designed and previsualized the media for *Guardians of the Galaxy: Cosmic Rewind*, which is under construction at Epcot
- Set up a pipeline for real-time projection mapping using UE4 and TouchDesigner

Sony Pictures Entertainment – Summer Content Innovation Associate

MAY 2018 - AUG 2018

- Designed/engineered an interactive projection mapping game for the *Ghostbusters* IP by programming object and gesture recognition
- Created 3D art for the experience using Maya and Cinema4D

Getty Center Museum “Unshuttered” – 3D Animator, TouchDesigner Artist

JUNE 2018 & JULY 2019

- Created 3D animations for a large scale projection mapping event
- Created interactive content using TouchDesigner and Microsoft Kinect

TEACHING EXPERIENCE

USC School of Cinematic Arts – Student Assistant

AUGUST 2017 - MAY 2020

CTPR 551: Directing in a Virtual World (Animation SA)

- Provided technical support with real-time compositing for green screens
- Held bi-weekly tutorials for MFA production students

CTAN 452: Introduction to 3-D Computer Animation

- Assisted and taught classes for 3D animation in Autodesk Maya

CTAN 599: Cinematic and Media-based Installations

- Held TouchDesigner and Arduino workshops for students
- Provided technical support

CTAN 462: Visual Effects

- Assisted and taught classes for 3D VFX and compositing with live footage

AWARDS / HONORS

2019	CTPR 551 SA Scholarship (\$2500)	
2018	Oculus Launch Pad participant	
	Adobe Design Achievement Awards: <i>“Integration”</i>	(Semifinalist)
2017	Adobe Design Achievement Awards: <i>“2017 Showreel”</i>	(Semifinalist)
	USC Academic Achievement Award	
	USC Cinematic Jaunt VR Lab Mini-project grant (\$2500)	
2016	Dean's List	

EDUCATION

AUGUST 2016 - MAY 2020

University of Southern California | Major: Animation & Digital Arts
Minor: Computer Programming