

KALEY CHO

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

Los Angeles, CA
kaley.procegen@gmail.com
www.kaleycho.com
Contact for demo reel pw

> WORK EXPERIENCE

MSG Sphere Entertainment Co. - Senior Technical Artist

DEC 2022 - MAR 2025

- Developed procedural workflows in Houdini and Unreal Engine, enabling rapid iteration and infinite asset variations for immersive experiences.
- Created complex shaders and interactive VFX for realistic 3D assets, including animated foliage, glass, water, and organic surfaces.
- Wrote C++ and Blueprints to implement game mechanics, animations, and art.
- Explored new Unreal Engine features, developed interactive prototypes, and experimented with AI-driven content generation for future applications.
- Rigged characters in Maya and set up animation states in Unreal Engine.

Avatar Dimension - Junior Technical Artist

SEPT 2020 - DEC 2022

- Created holographic videos using Microsoft's volumetric capture technology.
- Developed interactive websites that integrate 360 images and volumetric captures.
- Wrote python scripts and developed new workflows to improve hologram fidelity.

The Famous Group - Technical Artist Intern

JULY 2020 - SEPT 2020

- Developed a stadium crowd tool in Unreal Engine using vertex animations.
- Prototyped an interactive photo booth that detects real-time body gestures with Microsoft Kinect and TouchDesigner.

Walt Disney Imagineering - VFX Design Intern

MAY 2019 - DEC 2019

- Designed and previsualized ride media for **Guardians of the Galaxy: Cosmic Rewind** at Epcot, contributing to one of Disney's E-Ticket attractions.
- Developed a real-time projection mapping pipeline using Unreal Engine and TouchDesigner, enabling on-site layout adjustments.

Sony Pictures Entertainment - Summer Content Innovation Associate

MAY 2018 - AUG 2018

- Designed and engineered an interactive projection mapping game for the Ghostbusters IP by programming object and gesture recognition.
- Modeled and animated 2D/3D assets for the experience using Maya and Cinema4D.

> AWARDS & PRESS

- Adobe Design Achievement Awards - *Two times semifinalist*
- Oculus Launch Pad - *Developer (2018) & 3D Artist (2017)*
- USC Cinematic Jaunt VR Lab Mini Project - *Grant recipient*
- [How to "unpack" 3d Creation Tools to Design Immersive Nirvana](#)
- [Meet Kaley Cho - Voyage LA Magazine | LA City Guide](#)

> EDUCATION

University of Southern California - Bachelor's of Art

AUGUST 2016 - MAY 2020

Major: Animation & Digital Arts | Minor: Computer Programming

> SOFTWARE

- Unreal Engine
- Visual Studio
- Houdini
- Autodesk Maya
- TouchDesigner
- ZBrush
- Unity
- NukeX
- Cinema 4D
- Substance Designer
- Adobe Creative Suite (Ae, Ps, Ai, Br, Au, Pr)
- Perforce/GIT

> SKILLS

- Shaders
- Programming
- Technical Direction
- Art Direction
- Procedural Animation
- Rigging
- VFX/Simulation
- GenAI
- Projection Mapping
- VR/AR

> PROGRAMMING

- C++/C#
- Python
- VEX
- GLSL
- Java
- JavaScript
- HTML/CSS

> LANGUAGES

- English (Native)
- Korean (Native)
- Japanese (Conversational)
- Spanish (Elementary)