

Kaley Cho

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

CONTACT

Los Angeles, CA
(323) 545-7151
kaley.procegen@gmail.com
www.kaleycho.com
@procegen

SOFTWARE

- Unreal Engine
- Houdini
- Autodesk Maya
- TouchDesigner
- Unity
- Redshift
- Marvelous Designer
- NukeX
- 8th Wall
- Cinema 4D
- Substance Painter
- Adobe Creative Suite (Ae, Ps, Ai, Br, Au)

SKILLS

- VFX
- Simulation
- VR/AR
- Procedural Animation
- Programming
- PBR shader
- Volumetric Capture
- Interactive Media
- Virtual Production
- Projection Mapping

PROGRAMMING

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

LANGUAGES

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

WORK EXPERIENCE

Avatar Dimension – Junior Technical Artist

09/2020 - Present Ashburn, VA

- Create holographic videos using Microsoft's volumetric capture technology.
- Integrate volumetric captures in Unreal Engine, mobile apps, and websites.
- Write python scripts and develop new workflows to improve holograms.
- Create VFX in Unreal Engine and Houdini.

The Famous Group – Technical Artist Intern

07/2020 - 09/2020 Culver City, CA

- Developed a real-time crowd system in Unreal Engine with vertex animations.
- Prototyped an interactive photo booth using Kinect sensors and TouchDesigner.

Walt Disney Imagineering – VFX Design Intern

05/2019 - 12/2019 Glendale, CA

- Designed and previsualized the media for *Guardians of the Galaxy: Cosmic Rewind*.
- Created procedural shaders and blueprints in Unreal Engine.
- Created a pipeline for real-time projection mapping in TouchDesigner.
- Created particle effects and smoke simulations for D23 Expo.

Sony Pictures Entertainment – Summer Content Innovation Associate

05/2018 - 08/2018 Culver City, CA

- Designed an interactive projection mapping game for the *Ghostbusters* IP.
- Programmed a proprietary projector to track objects and hand gestures.
- Created 3D art for the experience using Maya and Cinema4D.

The Getty Center – 3D Animator, TouchDesigner Artist

06/2018 & 07/2019 Los Angeles, CA

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

USC School of Cinematic Arts – Student Assistant

08/2017 - 05/2020 Los Angeles, CA

- Assisted MFA production classes with real-time compositing.
- Taught Nuke in a bi-weekly workshop for MFA production students.
- Assisted and taught classes for 3D animation and VFX in Maya.
- Held TouchDesigner and Arduino workshops for an installation class.
- Provided technical support for software and production equipment.

AWARDS / HONORS

- 2019 CTPR 551 Student Assistant Scholarship recipient
- 2018 Oculus Launch Pad participant
Adobe Design Achievement Awards semifinalist: "Integration"
- 2017 Adobe Design Achievement Awards semifinalist: "2017 Showreel"
USC Academic Achievement Award
USC Cinematic Jaunt VR Lab Mini-project grant recipient
- 2016 Dean's List

EDUCATION

University of Southern California | **BA in Animation & Digital Arts**
2016-2020 **Minor in Computer Programming**