

# Subin Chae

## 3D Artist

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## Skills

### 3D Modeling

Organic Modeling  
Hard Surface Modeling  
UV Mapping  
PBR Texturing  
Retopology  
Video Editing  
Sketching & Drawing

### Interpersonal Skills

Organization Skills  
Strong Communicator  
Problem Solving  
Time Management  
Team Player

### Languages

English & Korean

### Tools

|           |               |
|-----------|---------------|
| Xgen      | Maya          |
| Unity     | Wrap3D        |
| ZBrush    | Photoshop     |
| Nuke      | After Effects |
| Substance | Mari          |
| Painter   | Arnold        |

## Profile

Versatile and motivated 3D character artist with strong skills in organic modeling, drawing, texturing, and knowledge of human anatomy and form, passionate about creating realistic figures. Team player with strong communication skills.

## Awards & Achievements

**Rookies Competition Finalist** | Rookie of the Year 3D Animation (2022)  
**1<sup>st</sup> Place Organic Modeling** Spring Show Exhibition, San Francisco (2022)  
**2<sup>nd</sup> Place Hard Surface Look Dev** Spring Show Exhibition, SF (2022)  
**Staff Pick** 3D total (2022)  
**President's Honor Roll** Academy of Art University (2019-2021)  
**Featured Artist** Spring Show Exhibition, SF (2019)  
**Merit Award** Gray Cube Gallery (2021)  
**Merit Award** Art Room Gallery (2021)

## Experience

### Junior CG Artist

Framestore (2022 ~ current)

- Model, texture, and lookdev

### 3D Modeler/Texture Artist

Ensis Games (2021-2022)

- Collaborated with concept and animation teams on an untitled game for an indie studio.
- Interpreted concept designs while considering technical and design limitations such as poly counts, texture memory limits, and topology.
- Modeled and textured game-ready characters and props.
- Communicated with the team to ensure all assets were performant.

### 3D Modeler/Texture Artist Intern

Phoenix Group LLC (2021)

- Worked on various projects building, sculpting, and maintaining 3D models for assigned story elements and designs.
- Created stylized characters with their associated props.
- Learned game requirements to make low poly models that are optimized for animating and rigging.
- Laid out UVs and textured animated figures and props.
- Projects included *Sword & Scales* and *Digital Dancer*.

## Education

### Bachelor of Fine Arts in 3D Modeling 3.89 GPA

Academy of Art University, San Francisco, CA (2022)

*Courses include Scripting, Advanced Texturing, Lookdev & Lighting, Hard Surface Modeling, 3D Texture Painting, Organic Modeling, Stop Motion Set Design, Cinematics, Preproduction Principles, 3D Modeling & Animation, Analysis of Form*