KWON CHOI

LIGHTING ARTIST | 3D GENERALIST

kwonhoo@gmail.com kwon3d.net Los Angeles, CA

SUMMARY

Lighting Artist and **3D Generalist** with extensive experience across various industries and production pipelines. Specializes in lighting, with a strong understanding of the 3D process from concept to final render. A versatile artist who can step into different roles as needed, adapt to new workflows, and help bring a project across the finish line.

EXPERIENCE

07/2024 – 08/2026 (Seasonal)
Santa Monica, CA

SENIOR LIGHTING ARTIST

FRAMESTORE | COMPANY 3 | METHOD STUDIOS

- Lighting and rendering products for advertisement and internal research, using *Maya, V-ray, and studio's proprietary tools*.

06/2025 – 07/2025
Culver City, CA

LOOK DEVELOPMENT ARTIST

UNTOLD STUDIOS

- Developed the look of a 3D asset for an advertising project using *Houdini and Arnold*.

09/2017 – 09/2023
Sherman Oaks, CA

LIGHTING ARTIST | 3D GENERALIST

PITCH BLACK | FUSEFX

- Created visual effects for episodic television, working on asset development, set extensions, look development, lighting, and rendering using *Maya, Houdini, 3ds Max, Nuke, Substance Painter, Z-Brush, and Photoshop*.

11/2013 – 02/2016
Marina del Rey, CA

3D GENERALIST

MIMIC STUDIOS

- Produced 3D assets and visualizations for a range of projects, including art installations, automotive, and product advertising, using *3ds Max, Mari, and Z-Brush*, referencing various scan data processed in *Artec3D, Geomagic, and Reality Capture*.

11/2009 – 10/2013
Venice Beach, CA

3D GENERALIST

SABERTOOTH INTERACTIVE

- Developed 3D assets and visual content for automotive advertising, mobile games, and product campaigns - handling modeling, shading, texturing, lighting, and rendering using *3ds Max, Photoshop, and After Effects*.

SKILLS

- **Product / Cinematic Lighting** using *Maya, Houdini, 3Ds Max, or Blender*.
- **Look Development** using *V-ray, Arnold, or Redshift renderers*.
- **Hard-surface / Organic Modeling** in *Maya, 3Ds Max, Blender, and Z-brush*.
- **Product / Camera Animation** using *Maya or 3Ds Max*.
- **Multi-pass Compositing** utilizing *Nuke, After Effects, or Photoshop*.

EDUCATION

Bachelor of Science – Media Art and Animation 2005 - 2009
ART INSTITUTE OF CALIFORNIA – LOS ANGELES