

# Annie Cho

3D Modeler / Texture Artist

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## Film Experience:

### Alienated

(May 2024 - Present)

#### 3D Environment and Prop Modeler

- Gathered reference material and studied plant structures on traditional mediums to convert digitally and 3D sculpt tropical sci-fi plants with textures imitating a painterly style.
- Similarly, studied the architectural design of breathable eco homes to conceptualize and model a solarpunk city landscape to become production-ready for integration with 2D characters.

### Tooth and Nail

(Mar 2024 - Jun 2024)

#### CGI Generalist

- Main roles include modeling and texturing props for a child's bedroom environment in Maya. Additionally demonstrated strong team player skills by researching the use of NG Skin Tools and Arnold render layers to assist the production team's workload in character rig development, lighting, rendering, and compositing final scenes together in Nuke.
- Additionally supervised the team's ShotGrid work in progress updates while maintaining a separate back-up spreadsheet to create a steady workflow environment throughout production.

### Clean Up Job

(Nov 2023 - Jun 2023)

#### Producer and Visual Effect Supervisor

- Delegating group responsibilities while overseeing a positive and productive workflow.
- Conducting live demonstrations for the Visual Effect Matte Painters while organizing weekly progress checks that include individual feedback.

### ZAP!

(Aug 2022 - Sep 2022)

#### 3D Environment Modeler

- Modeled castles while communicating closely with the look development team to submit various prototypes of the architectural designs that relate to medieval Dracula's castle. This includes an exterior view of an asymmetrical castle and an interior view of a secret passage tunnel.

## Work Experience:

### MAKE Visual Commercial Animation Workshop

(Oct 2024 - Present)

#### CGI Generalist and Concept Artist Lead

- Collabed on a 15-second Dorito commercial animation, with a team of 10 students and industry mentors for 2 semesters.
- Designed ideation of the environment concept and 3D blocking, while providing feedback; fostering a cohesive visual direction across the project
- Demonstrated strong teamwork and adaptability, collaborating effectively to meet evolving project requirements and deadlines on Notion and Miro.

### Michigan State University Translation Club

(Aug 2024 - Aug 2024)

#### Graphic Designer

- Designed a professional logo using Adobe Illustrator and Photoshop to represent the club's focus on language translation. The logo is used for official communications, events, and as the profile image on Instagram.
- Collaborated with the client for daily feedback, provided various design options, and delivered the final product on time.

### Brighter Day Natural Foods Market

(Feb 2024 - Oct 2024)

#### Deli Staff

- Designed promotional posters to introduce new seasonal specials with stylized traditional graphics and typography.
- Additionally, extended teamwork skills to complete daily quotas in prep work, manage the cash register, and foster a positive environment to deliver excellent customer service.

### Down to Earth

(June 2024 - Mar 2024)

#### Creature Concept Artist and 3D Modeler

- Analyzed references from former character designs to conceptualize and create a diverse set of enemies with weapons in Procreate, enhancing player engagement with varied and immersive sound-dependent challenges.
- Additionally, sculpted 3D creatures in ZBrush while participating in critiques from companies such as Epic Games and BMW to finalize asset integration into Unreal Engine Fortnite with the goal of improving the interactive gaming experience.

### Subway

(June 2020 - Present)

#### Student Manager Position

- Managed daily operations, including cash handling, food preparation, and customer service.
- Ensured smooth workflow during busy hours, resolved customer issues, and maintained a clean, organized environment. Trusted with overseeing staff and operations to meet company standards.

## Education:

### Savannah College of Art and Design

(Sep 2021 - Jun 2025)

#### Bachelor of Fine Art in Animation

- Concentration in Technical Animation / Minor in Visual Effect
- Dean List Honor Student
- SCADamp Certificate

## Software:

ZBrush | Maya | Blender | Substance Painter | Nuke | ShotGrid | Adobe Suite | Procreate

## Technical Skill:

Hard Surface Modeling | Procedural Modeling | Sculpting | Retopology | Texture Painting | XGen | Lighting | Compositing

## Soft Skill:

Communication | Problem-Solving | Detail Oriented | Time Management | Active Listening | Accountability | Leadership