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| Objective  Core Qualifications | Looking for employment as a storyboard artist in animation industries such as Cartoon Network, Pixar, or Disney.  Proficient in Adobe Photoshop, Illustrator and After Effects as well as  Capable with Microsoft Word, Excel, Power Point, and OneNote  Capable with Clip Studio Paint, Storyboard Pro, Autodesk Maya and the Unity Engine  Able to speak Korean, English, French and Vietnamese | |
| Relevant Experience | Glass Cats Game Developer | Seoul, South Korea |
|  | * Designed, modeled and animated the core four characters as well as various monsters and weapons * Translated and wrote press releases for the game in English | |
| Education | Academy of Art University | San Francisco, CA |
|  | * (Fall 2017 – Fall 2019) * Bachelor of Fine Arts 2 – Animation & VFX | |
|  | Seoul National University | * Seoul, South Korea |
|  | * Spring 2011 – Spring 2015 * Bachelor's Degree in English Literature with a Minor in Visual Design | |
| Interests | Reading, Drawing, Watching Animations, Superhero Movies, Puzzles, Story-Driven Video Games | |