

# SeoHee Choi

## CG Look Dev. and Lighting Artist | Compositing

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### WORK EXPERIENCE

**GIANTSTEP Studios. Inc** | Los Angeles, USA (Mar 2023 - June 2025)

CG Lead

- Worked on both stylized full CG projects and CG integration into live-action footage—including the opening title for a Netflix series, game cinematics, and realistic CG character integration into live-action plates—handling tasks from layout and look development to lighting and compositing using Nuke, while shaping the visual language and overall CG look of each project.
- Enhanced CG pipelines and folder structures, integrated Shotgrid, and optimized workflows to improve production efficiency and quality.
- Supervised and provided technical direction to both in-house and freelance 3D artists, with a focus on quality control and maintaining consistent visual standards across all 3D outputs.
- Managed the full 3D production workflow, including scheduling, task delegation, and cross-department communication, while collaborating closely with the Creative Director to ensure the creative vision was properly executed.

**GIANTSTEP** | Seoul, South Korea (Sept 2017 - Oct 2021)

Lighting Lead, CG Generalist

- Worked on the overall 3D workflow encompassing look development, with a strong emphasis on texturing, shading, lighting, and CG compositing for a wide range of projects—from beauty and tech product commercials to CG character integration in live-action footage, as well as stylized full CG productions such as game cinematics and animated commercials.
- Led lighting for projects, overseeing the creation, distribution, and management of lighting assets, rendering processes, and compositing, optimizing workflows and ensuring consistent quality across deliverables.
- Major clients included Samsung, SM Entertainment, HYBE, NAVER, NCsoft, and more.

**Hornet** | New York, USA (Mar 2017 - May 2017)

## Freelance CG Lighter

- Executed CG lighting, rendering, and compositing for 3D animated commercials, contributing to the success of Cabrioni's commercial spot nominated for Best TV Commercial at the 2018 Annie Awards.
- Worked on McDonald's Happy Meal full CG campaigns, handling look development, lighting, and compositing.

## **Taylor James** | New York, USA (Apr 2017)

### Freelance CG Lighter

- Developed the master lighting setup and lit the majority of the shots, focusing on seamless integration of CG characters into live-action plates.

## **Film "The Vanishing of Sidney Hall"** | New York, USA (Jan 2017)

### Freelance Compositor, VFX Artist, DI assistant

- Participated as a vfx compositor and DI assistant for "The Vanishing of Sidney Hall," a short film directed by Oscar-winning director Shawn Christensen, which premiered at the 2017 Sundance Film Festival.

## **PSYOP** | New York, USA (June 2016 - Jul 2016)

### Freelance CG Lighter

- Contributed to 3 Clash Royale cinematic spots through lighting, shading, and modeling.

## **EDUCATION**

### **School of Visual Arts** | New York, USA (2012 - 2016)

BFA Computer Art, Computer Animation and Visual Effects

## **AWARDS & RECOGNITION**

**ADC 96th Annual Award - ADC student Merit Award** | 2016 SVA Thesis film "Moving Out"

**Best Animation and Director Awards 2016 Asia Rainbow TV Awards** | 2016 SVA Thesis film "Moving Out"

**SICAF Seoul International Animation Film 2017 Festival Acceptance** | 2016 SVA Thesis film "Moving Out"

## **Softwares**

Maya, Nuke, Arnold, Vray, Substance Painter, Mari, Cinema4d, Octane

PfTrack, After Effects, Premiere, Photoshop, Davinci Resolve, Midjourney, ComfyUI