

JINHONG PARK

PORTFOLIO

- <https://www.jinhongpark99.com>

PROFILE

3D generalist specializing in look development and high-fidelity asset creation, skilled in the full character production pipeline from modeling to integration. Expertise in organic sculpting, hard-surface modeling, and optimizing assets for performance and visual fidelity in real-time environments.

PROJECTS

Yanolja - Brand Application Contest, Seoul, Korea, 2023

2D & 3D Lead Designer | Asset Artist | Pipeline Coordinator | Visual Storyteller

- Created 2D and 3D graphic assets for a brand application launch.
- Collaborated with a small creative team to design visual elements representing the brand's identity.
- Optimized the design workflow across Figma, Photoshop, and Maya to ensure a consistent look and feel.

Team Animated Short - Deliver Warmth 2024

Lead Lighting | Lead Environment Modeling | Animator | FX Artist | Technical Artist

- Assembled and set-dressed high-fidelity real-time environments in UE5, balancing complex visual assets within strict runtime performance budgets

Thesis Project - Illusion, 2026

Lead Character Modeling | Lead Environment Modeling | Texturing /Animator | FX Artist | Technical Artist

- Managed the full-cycle look-development pipeline for main characters and environments, executing clean retopology and airtight UV layouts optimized for production

EXPERIENCE

Trainee, 3D Animation And Visual Effects

CG5 Academy | January 2025 - Current

- Mastered the full character production pipeline in Maya, from foundational modeling to advanced Hard Surface and Organic Character modeling

Trainee, 3D Animation And Visual Effects

VFXLAB Academy | June 2023 - August 2023

- Trained real-time cinematic pipelines in Unreal Engine 5, focusing on integrating assets from Maya and ZBrush.

Sergeant (Completed Mandatory Military Service)

Republic of Korea Army | April 2019 - November 2020

- Served as a team leader responsible for coordination, communication, and discipline within the unit.
- 72nd Infantry Division

CONTACT

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SKILLS

- Maya
- Nuke
- After Effects
- Photoshop
- Illustrator
- ZBrush
- Substance 3D Painter
- Unreal Engine
- Python

EDUCATION

Bachelor of Fine Arts

3D Animation and Visual Effects
School of Visual Arts, New York, NY
Expected Graduation: May 2026
May 2026

Bachelor of Art & Design

Visual Design
Gachon University, Seongnam,
Republic of Korea
Transferred to School of Visual Arts
2018- 2020

AWARDS & HONORS

- The 10th Republic of Korea Military Art Exhibition
Selected Entry (Winner) — Fine Art / Illustration Category
- SVA Alumni Society Scholarship Awards | 2026
- Korea International Short Film Festival | 2026 | Best Student Film