

Young Chae Cho

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EXPERIENCE

Freelance Artist

2019 - Present

Managed around 150 commissions, encompassing 2D illustrations, short 2D/3D animations, and 3D assets for diverse clients

- Kept the process above professional level by applying diverse skills in character design, illustration, modeling, sculpting, texturing, and animation across multiple projects utilising industry-standard tools
- Implemented rigorous time management through organised Excel sheets, maintaining transparent communication with clients while promoting the commission via multiple social platforms
- Worked seamlessly in both team and independent settings, showcasing versatility in collaboration including: engineer, performance artists, fellow students, typography artists, etc.

PROJECTS

“Yi Sun-Sin” | Hatfield, UK

Jun. 2023 - Aug. 2023

- Created a highly realistic real-time 3D visualisation project of a 16th Century fully armoured Korean war hero, optimised for final render in Unreal Engine 5 in every aspect
- Received commendation for efficient use of software to speed up the workflow by creating customised basemesh in a limited time
- Speeding up the entire clothes-making progress yet enhancing its folding details and shapes by utilising appropriate software

What We Didn't See by Cyril Wong | UK / Singapore

Jun. 2021 - Oct. 2021

- Collaborated on an AR/VR 3D animation project translating the poem into a compelling visual experience
- Designed and created 3D assets including main character, environments, and animations, seamlessly blending with 3D-scanned dance performances to complement the narrative
- Demonstrated adaptability and effective communication in a remote working environment during the pandemic despite the diverse team backgrounds

ACHIEVEMENT

Silver Award | The Crowbar Awards 2021

Dec. 2021

- Recognized in a prestigious Asia-Pacific competition hosted by the Association of Advertising & Marketing Singapore for exceptional storytelling, 3D modelling, texturing, and animating skills
- Directed and produced a stylized animated TV commercial for a fictional brand, blending real-life background footage with rendered 3D assets through meticulous match move tracking

EDUCATION

University of Hertfordshire | Masters in Games Art and Design

Sep. 2022 - Sep. 2023

- Led projects with various approaches to 3D graphics: Dome projection, 3D printing, Motion Capture, etc.
- Experienced highly realistic game-ready character workflow under an intense timeline

University of Hertfordshire | Bachelors in Digital Animation

Sep. 2021 - May. 2022

- Showcased personal artworks and projects in the degree show by pursuing hand-painted stylized characters

Lasalle College of Arts | Diploma in Digital Animation (3D)

Aug. 2018 - Jun. 2021

- Graduated with Distinction
- Got featured on the school's social media account to promote the curriculum with the coursework

SKILLS

3D Modeling | Digital Sculpting | Texturing | Maya | ZBrush | Substance Painter | Marvelous Designer | Unreal Engine