

## YOUNG-DAVID CHOI

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### Skills

Maya

Unreal Engine V3

Perforce

3D Studio Max

Rhino

Photoshop

As Needed Applications

### Experience

SONY ONLINE ENTERTAINMENT– Seattle 2/28/2007 – 5/21/2010

**Title:** DC Universe Online

**Position:** 3D Artist (Environment Maps)

**Description:** Owned level maps. From white boxed level, created the map in three phases to completion. Created stylized props and building meshes. (Maya) (Perforce) (Unreal Editor 3)

**Title:** The Agency

**Position:** 3D Artist (Environments, Vehicles and Weapons)

**Description:** Owned level maps. Created stylized props and building meshes. In charge of created all the vehicles. Created some weapons. (Maya) (Perforce) (Unreal Editor 3)

MAD DOC SOFTWARE 6/19/2006 – 1/17/07

**Title:** SWAT (Next Gen)

**Position:** Senior 3D Artist (Weapons)

**Description:** Model and texture photorealistic modern weapons for next-gen gaming. Create normal, diffuse, spec and specPwr maps. Create shader network with Unreal Editor 3. (Maya) (3D Max) (Perforce) (Unreal Editor 3)

SCREENLIFE PRESENTS 1/08/2006 – 4/14/2006

**Position:** Senior 3D Designer.

**Description:** Design environments. Model/Texture environments. Animate camera motions. Create transitional animation for motion graphic content for DVD. (Maya) (3D Max) (AfterEffects)

WIZKIDS GAMES 9/27/2004 – 1/06/06

**Product Line:** MechWarrior and other CMG titles not yet released.

**Position:** 3D Digital Sculptor.

**Description:** Designed and NURBS modeled 50mm mech CMG pieces . Managed and maintained Solidscape's T66 rapid prototypical machine. Developed production and technology pipelines. (Maya) (Lightwave) (Rhino)

ATARI HUMONGOUS 9/30/2002 – 8/2/2004

**Title:** Backyard Skater - Awarded Children's Game of the Year

**Position:** Character Lead.

**Description:** Creating, rigging, and animating primary characters. Developing animation production pipeline. Develop Maya training material. Teach Maya and mentor the art department. (PC) (Maya)

**Title:** Backyard Hockey

**Position:** Senior 3D Artist/Animator.

**Description:** Modeling primary characters. Develop Maya training material. Teach Maya and mentor the art department. (PC)(Maya)

**MICROSOFT IRONWORK STUDIOS** 6/03/2002 – 9/27/2002

**Title:** Crimson Skies: High Road to Revenge - Awarded Console Action/Adventure Game of the Year

**Position:** Senior 3D Artist.

**Description:** Modeled and textured primary playable aircrafts. Assist artists with Maya. (Xbox) (Maya)

**IRISINK, LTD.** 9/24/2001 – 5/31/2002

**Position:** 3D Applications Engineer.

**Description:** Develop 3D training curriculum. Demonstrate 3D and Motion Graphics application to perspective clients. Assist local game companies 3D needs. Teach 3D game content development. Work closely with Alias, Kaydara, and 5D. (Maya) (Filmbox) (Boujou) (Cyborg)

**VIVENDI UNIVERSAL SIERRA STUDIOS** 3/12/2001 – 9/07/2001

**Title:** Casino Empire.

**Position:** 3D Character Animator/Modeler/Texture Artist.

**Description:** Creating and animating main characters. Modeling and texturing buildings and objects. (PC) (Maya)

**BOSS GAME STUDIO** 6/12/2000 – 2/26/2001

**Title:** Racer X. (codename)

**Position:** 3D Character Animator/Modeler/Texture Artist.

**Description:** Creating main characters and animating them. (Xbox) (Maya)

**MICROSOFT FASA STUDIO** 7/5/99 – 6/2/2000

**Title:** MechCommander 2.

**Position:** 3D Character Animator.

**Description:** Animation of main characters from the BattleTech Universe. (PC) (3D Studio Max)

**MICROSOFT FLIGHT SIMULATION** 11/17/97 – 5/30/99

**Title:** Microsoft Flight Simulator 2000 Professional - Awarded Computer Simulation Game of the Year

**Position:** Lead 3D Modeler and Texture Artist.

**Description:** Modeling and texturing player flyable aircrafts. (PC) (Softimage)

**Title:** Microsoft Combat Flight Simulator.

**Position:** 3D/2D Artist.

**Description:** Modeling and texturing of objects. Animation of flight maneuvers. Object placement in the build. (PC) (Softimage)

**MICROSOFT IMP** 5/1/97 – 11/19/97

**Title:** Allegiance.

**Position:** 3D/2D Artist.

**Description:** Texturing and texture mapping objects. Model bug fixes. Mechanical animations. (PC) (Softimage)

**Title:** Cart Precision Racing.

**Position:** Motion Capture Editor.

**Description:** Editing motion capture and matching different motions together. (PC) (Softimage)

**Project:** MSNBC Mir Space Station.

**Position:** 3D/2D Artist.

**Description:** Modeled, textured, animated, and created SVO files for MSNBC website. (Softimage)

### *Freelance*

#### UPPER DECK

**Project:** Boot design.

**Description:** Design and model prototype game base.

**Project:** Digital Sculpting.

**Description:** Model hi-res prototype character game figure.

#### WIZKIDS

**Project:** NASCAR 2005 and 2006.

**Description:** Created photo quality NASCAR for Race Day packaging art.

#### HOLLAND AMERICA LINE

**Project:** Environmental Training DVD.

**Description:** Created two corporate training DVDs about how all the environmental systems work on a cruise ship.

#### MODERN DOG

**Project:** Delta Airlines.

**Description:** Created snowflake images out of passenger airplanes for Christmas billboard ad.

#### RENDER ZERO

**Project:** Octopus.

**Description:** Created NURBS octopus for magazine ad.

### *Instructional Training*

#### CORNISH INSTITUTE OF THE ARTS 9/2004 – 12/2004

**Position:** 3D Production Instructor.

**Description:** Customized Maya training

#### MESMER 5/2004

**Position:** Maya Instructor.

**Description:** Training DVD. Real Maya Character Modeling for Games.

#### MESMER 11/2001

**Position:** Maya Instructor.

**Description:** Customized Maya training for Humongous Entertainment and Valve Software.

#### EDMONDS SCHOOL DISTRICT #15 6/99 – 12/2001

**Position:** 3D Studio Max Instructor and Consultant.

**Description:** Developed class and online curriculum for 3D Animation. I taught classes for Meadowdale High School, Lynnwood High School and Mountlake Terrace High School. Trained teachers from other districts.

#### EDMONDS COMMUNITY COLLEGE 9/99 – 9/2000

**Position:** Maya Instructor.

**Description:** Consulted and developed curriculum for 3D Animation Program.

#### NEW RIDERS PUBLISHING "INSIDE SOFTIMAGE" 3/98 – 6/98

**Position:** Technical Editor.

**Description:** Created 2D illustrations for the book as well as tech edits.