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Professional Experience:

CG Assistant Manager & Technical Artist (차장) at Extriple Ltd

2021 - Now

- In charge of the Design and Graphic Team for AR / MR / VR project production.
- Managing 3D Artist with mentoring and workflow improvement research.
- Defining Technical constraints and giving optimizations through Python scripting according to Artist and Programmers feedback.
- Monitoring of technological development in Augmented Reality device, VR device and Smartphone software dev for further product.

CG Lead Artist (과장) at Extriple Ltd

2018 - 2021

- Develop the production of Serious Gaming Content for AR / MR / VR platforms using Unity and various DCC Software.
- Guide 3D Artist to match customers mind and final product feasibility under time & technical constraint.
- Lead the 3D team as well as the programmers on workflow and unity tools requests. Help on UI decisions too.
- Monitoring of technological development in Augmented Reality device, VR device and Smartphone software dev for further product.

CG 3D Artist (대리) at Extriple Ltd

2015 - 2018

- Create assets library and animations for Serious Gaming Application.
- Guide the dev team on workflow decision, manage production time-line, feasibility, quality control.

Digital Illustration & CAD Visiting Professor at Design Dept of Changwon University (CWNU)

2014 - 2015

- Introduce and Teach basics and concepts to 1st grade University Students in 3D Graphic Arts from various area From 2D to 3D Media.
- Show them all the various areas they can work on and monitoring their thoughts and request to let them reach their goals.
- Introducing Illustration class through various 2D software (Illustrator & Photoshop) and 3D Software (3DsMAX, Maya, ZBrush and Modo) for around 45 students.

2010 - 2014

Freelance CG Artist and Freelance at F&K Studio

CG Artist then CG Environment Artist at Apportmedia for Real Time Driving Simulation Software for EDISER Group

2004 - 2010

- In charge of all the 3d contents of the project, I've got an experienced ability to manage very large data, for bringing into life, and manage as user-friendly as possible a 400 Km² landscape. At early 2006 the map was only 1 Km².
- Focusing on the modeling and scene composition of trees, terrain and all the 3D props content in this area.
- I've been in close relation with the lead 3d engine dev programmer in order to get the most adapted tool to reach this goal.
- The precision required for the road infrastructure was interesting to manage as well as on the opposite side, the inaccuracy needed to composed a true foliage composition for the natural environment.
- The R&D part really interest me, as well as the Artistic part as everything was challenging as an entire In-house project / tools.

Soft Skills:

- 2018 –Now: Developer and Creator of SMONSTER Kit Compilation for Modo.
- Modeling, Texturing, Shading, Mechanical Rigging, Rendering, Realtime Engine, Python Scripting.
- Modo (Foundry), Marmoset Toolbag, ZBrush (Pixologic), Substance Suite (Adobe), Unity, RizomUV
Maya (Autodesk), Houdini (SideFX), Photoscan (Agisoft), Photoshop, Illustrator, AfterEffect.

Educational History:

2013 - 2014 Level 1 & Level 2 Korean Language Diploma
2011 - 2011 Level 1 Korean Language Diploma (regular attendance in class)
2000 - 2003 Bachelor of Computer Graphic Animation in Cinema and FX
1999 - 2000 Preparatory class of Graphic Art
1 9 9 9 Baccalaureat Technology & Electronics

[CWNU \(Changwon University\)](http://www.cw.ac.kr)

[CWNU \(Changwon University\)](http://www.cw.ac.kr)

[ESMA \(Montpellier\)](http://www.esma.fr)

[AXE-SUD\(Marseille\)](http://www.axe-sud.fr)

Vauvenargue High School (Aix-en-Provence)

Personal Fact:

Native: French
Fluent: English
Common knowledge: Korean

Citizenship:
France

Birth date:
1980-07-11

Situation:
Married since 2004
Parents since 2007