

## HAYOUNG (HEIDI) JO

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<https://www.heidijoanimation.com/>

### EDUCATION

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**AnimSchool**, Remote, June 2023-Current

Animation Track: Intro to 3D Animation, Animating Characters, Body Mechanics

Animation Program: Body Acting, Character Performance

**Ringling College of Art & Design**, Sarasota, FL, August 2017-May 2021

Bachelor of Fine Arts in Computer Animation with a minor in Creative Writing

**AnimSquad**, Remote, June 2020

Intermediate Animation Workshop

### ANIMATION/CGI EXPERIENCE

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**3D Artist, MetaVision Labs**, Remote, June 2021-August 2021

- Worked with a 3D art team and art director to create low poly assets in Maya from concept art
- Imported FBX assets and added materials to them in Unity
- Attended weekly company Zoom meetings to collaborate ideas with other 3D artists as well as software engineers and game developers

**3D Animator, Creator of "Loves Me Not", Ringling College of Art and Design**, Sarasota, Florida, August 2017-May 2021

- Produced the 3D animated thesis short film "Loves Me Not"
- Completed all aspects of preproduction such as pitching various ideas, storyboarding, conceptualizing character designs, environments and props
- Exhibited animation production skills including modeling in ZBrush, texturing in Substance Painter, layout, blocking, and final animation in Maya, lighting and rendering with Arnold Renderer, and compositing in Nuke to Premiere Pro while meeting deadlines for weekly critiques from department faculty

### WORK EXPERIENCE

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**Sales Associate, Blick Art Materials**, Boston/Cambridge, Massachusetts, June 2021-September 2022, August 2023-Current

- Demonstrated customer service skills by recommending various art materials and discussing art projects using product knowledge
- Maintained aesthetic merchandise displays as well as ensuring needed products are fully stocked
- Collaborated with a team of various artistic backgrounds to ensure all customers are being assisted

### AWARDS AND HONORS

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- **Faculty Scholarship, Ringling College of Art and Design**, August 2017-May 2021
- **Horizon Scholarship, Ringling College of Art and Design**, August 2017-May 2021
- **Best Animation Short, Indie Short Fest Los Angeles International Film Festival**, July 2021
- **Finalist, New York International Film Awards**, July 2021

### TECHNICAL SKILLS

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- Proficient in Autodesk Maya, Animbot, ZBrush, Substance Painter, Adobe Photoshop, Adobe Premiere Pro
- Adept in traditional art involving acrylic painting, pen and ink, graphite and color pencil, charcoal, watercolor, gouache