

HAYOUNG (HEIDI) JO

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

EDUCATION

AnimSchool, Remote, June 2023-Current

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

Animation Program: Body Acting, Character Performance, Facial Performance, Animating Appeal and Entertainment

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

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"
- Fulfilled all aspects of preproduction such as pitching original concepts, storyboarding, designing characters, environments and props
- Completed full animation pipeline including modeling in ZBrush, texturing in Substance Painter, auto rigging, layout, blocking, and final animation in Maya, lighting and rendering with Arnold Renderer, and compositing in Nuke to Premiere Pro while meeting weekly critique deadlines with department faculty

WORK EXPERIENCE

Sales Associate, Blick Art Materials, Boston/Cambridge, Massachusetts, June 2021-September 2022, August 2023-April 2025

- Delivered personalized customer service by recommending art supplies based on discussed project needs using in depth art product knowledge and art experience
- Managed incoming phone inquiries regarding curbside and online orders, inventory availability, and scheduled custom framing appointments while processing transactions efficiently with the POS system
- Organized and maintained visually appealing merchandise displays while ensuring high demand items were consistently restocked
- Collaborated with the team using combined artistic knowledge to assist customers in finding best products, creative ideas and or solutions for their art projects

AWARDS AND HONORS

- **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

- 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