

## Dae Yeon Cho

### Lead Unreal Artist specializes in real-time and creative projects

I have experience working in the cinematic, commercial, architecture, film, and game industry.

Toronto, Canada  
dycho3d@gmail.com

#### Work Experience

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##### Lead Unreal Artist

Steamroller Animation - Mount Dora, FL, US (Remote)

May 2023 to Current

- Collaborated with Art Directors, Supervisors, Production, and cross-functional teams to manage workflows, schedules, deliverables, and maintain seamless communication across departments. Helped lead the team in delivering the 53rd Annie Awards nominated animated pilot episode *Spice Frontier: Escape From Veltegar*
- Oversaw the implementation of art direction across projects and cinematics, with a focus on lighting, optical fx, shader tuning, post-processing, mood, and atmosphere.
- Provided leadership and mentorship to the Realtime team, guiding Senior, Mid-level, and Junior Unreal Engine artists to deliver high-quality work aligned with the project's artistic vision and standards.
- Led team meetings, offering actionable creative and technical feedback while sharing industry knowledge to elevate team performance and efficiency.
- Designed and refined production workflows to improve pipeline efficiency, solve creative and technical challenges, and support best practices across teams.

##### 3D Generalist / Unreal Artist

The Sequence Group - Vancouver, BC, CA (Remote)

January 2022 to March 2023

- Enjoyed contributing to a wide range of game trailers and cinematic projects utilizing Unreal Engine. Responsible for developing shot-based workflows using Sequencer, cinematic layout and set dressing, as well as creating props, architecture, assets, textures, materials, FX, lighting, and final rendering. Assisted in establishing production pipelines within Unreal Engine, while creating and utilizing Blueprints, Material Functions, and Niagara systems to push high-quality real-time visuals.

### 3D Artist

Apocalypse Studio - Toronto, ON, CA (Remote)

January 2021 to November 2021

- Had the opportunity to work on a AAA game title, collaborating closely with the team to design and build gameplay spaces. Assisted in establishing production pipelines, while creating props, architecture, terrain models, textures, materials, set dressing, and lighting to support immersive game environments.

### 3D Artist

Tendrill Studio - Toronto, ON, CA

January 2020 to April 2020

- Had the opportunity to work on a character-focused project, gaining experience with character pipeline workflows, industry-standard software, and production techniques. Learned how to create likeness-based characters from reference images while developing skills in character creation and refinement.

### CG Artist

Schuco USA - New York, NY, US

February 2018 to March 2018

- Contributed as part of the CG team in delivering realistic architectural visualizations and demos across multiple client projects, helping showcase and promote products effectively to clients.

### Digital Artist

Whiskytree - San Francisco, CA, US

August 2017 to December 2017

- Worked as part of the digital team on film and commercial productions, contributing to projects including Thor: Ragnarok and Monster Hunt 2.

### CG Artist

Framestore - New York, NY, US

February 2017 to April 2017

- Worked as part of the CG team on commercial and promotional projects, contributing across multiple areas of production to help bring projects through to final delivery.

### Education

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Diploma in Game Art

Centennial College - Toronto, ON, CA

September 2019 to December 2020

BFA in Computer Art, Computer Animation and Visual Effects

School of Visual Arts - New York, NY

September 2013 to May 2017

## Skills

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Autodesk Maya, Arnold, V-Ray, Redshift, Photoshop, Substance Painter, Substance Designer, Substance Alchemist, Mari, Nuke, Uv Layout, Zbrush, Mudbox, Reality Capture, HDR Light Studio, Marvelous Designer, Marmoset Toolbag, After Effects, Premiere Pro, Speed Tree, 3D Equalizer, PT Gui, Unreal Engine, Unity, O3DE, Perforce, PlasticSCM, Shotgun, Asana, Jira.

## Links

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<https://www.dycho3d.com>

<https://www.linkedin.com/in/dycho/>

## Awards

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53rd Annie Awards Nomination  
Best TV/Media - Children  
Spice Frontier: Escape From Veltegar

CINE MIAMI FEST Award Winner  
2017 Short film, "Don't talk to Strangers"

May 2017  
SVA Computer Animation & Visual Effects  
2017 Short film, "Don't talk to Strangers"

Scholastic Art Awards  
May 2012, May 2013  
2 Gold keys , 1 Silver Key and 2 honorable mentions  
Outstanding Achievement Award

## Additional Information

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I like to go out and find delicious food :)