Heesoo Chae

3D Character Artist

Los Angeles, USA
1 213.910.3956
nowplaying.eva3d@gmail.com
Homepage: nowplayingeva3d.com

EXPERIENCE

3D Generalist (Character–Focused)

GIANTSTEP Studios Inc · Full-time

Mar 2022 - Jun 2025

• Creating 3D characters, environments, and VFX for games and film/TV productions (opening/ending sequences, in-game cinematics, etc.)

• Developing and optimizing digital humans/influencers for metaverse and social media platforms.

• Led 3D modeling workflows and supervised outsourced artist teams for TV productions

3D Asset Artist

Apprenticeship

Aug 2020 - Mar 2021

• Created and prepared Layout/Previs (Online Courses), led by Shaun Kim, Pixar Layout/Previs Artist

Illustrator

Freelancer

May 2018 - Jan 2020

• Held OFF Exhibition, KSOF, Brookly, NY

• Exhibited works at Duckwon Gallery, Insa-dong, South Korea

EDUCATION

Fashion Institute of Technology / AAS

2016 - 2018, New York, New York

Illustration, Grade: 3.74/4.0 Magna Cum Laude

Inha University / BFA

2009 - 2014, Incheon, South Korea

Fine Arts, Grade: 3.48/4.0

SKILLS

Zbrush
Maya
Substance Painter
Unreal Engine 5
Marmoset Toolbag 5
Photoshop, Illustration

CERTIFICATE

A Regular Member of KAMVA
2022, Korean Association of
Medical Visualization Artists

**Art & Culture Educator
Certificate, 2nd Class**
2015, Ministry of Culture, Sports
and Tourism, South Korea

LANGUAGES

Korean

English

Tastefully Yours | ENA, Streaming Genie TV and Netflix

3D Modeling Lead | 2025, Giant Step USA

• Led modeling and texturing of 3D environments and assets for opening title sequence

• Supervised outsourced artists to ensure quality and timely delivery

• Collaborated with motion graphics team to achieve cinematic style rendering

Naruto Online Mobile, Game Cinematics | Tencent

Environment Artist & 2D/3D Generalist | 2024, Giant Step USA

• Modeled 3D props, improving asset quality for cinematic shots
• Produced digital matte paintings to enhance environmental backgrounds and atmosphere

Honor of Kings: King's Chess | Tencent

3D Generalist | 2023, Giant Step USA

• Modeled 3D props, elevating asset quality for the project

• Textured and look development for 3D assets using Maya and Arnold

R&D_Digital Human & Metaverse

3D Generalist | 2022, R&D Team, Giant Step USA

• Developed digital human assets using Metahuman, Unreal Engine, and Maya

• Generated hair groom using Xgen and card mesh

• Used the Blendshape in Maya to accumulate additional motion data based on the FACS, to get more realistic expressions for digital human creations

• Documented all issues that have been caused while connecting Metahuman Source - FaceID apps - Maya - Unreal Engine

Kori & Bir (Virtual Influencer, IP owned by Giant Step)

3D Generalist | 2022, R&D Team, Giant Step USA

• Created 3D characters, including modeling, texturing, and lookdev

• Launched on Instagram @kori.metagram @bri.metagram

• Provided 3D sketches and images for the early stage of production

Virtual Kpop Idol (Virtual Influencer, IP owned by HYBE)

3D Generalist | 2022, Giant Step Korea collaborated with Hibe Co

• Modeled an initial 3D head mesh and groomed hair with XGen in Maya

The King of Kings | Mofac Studios

AI Image Processing Technician | 2024, Giant Step USA

• Generated and processed AI images for ending title sequence tailored to project requirements

• Created functional map textures for image depth and movement effects

The Echoes of Survivors | Netflix Documentary Series

AI Image Processing Technician | 2024, Giant Step USA

• Created high-resolution historical figure images from multiple angles using ComfyUI

• Adjusted image style and color to match historical period contexts

Coolie | TV Series (Distribution TBD)

2D/3D Generalist | 2024, Giant Step USA

• Created high-resolution historical figure images from multiple angles using ComfyUI

• Adjusted image style and color to match historical period contexts

Coolie | TV Series (Distribution TBD)

2D/3D Generalist | 2024, Giant Step USA

• Conceptualized and 2D designed the visual direction for series title sequence

• Developed style frames and supported motion team through production