Heesoo Chae

3D Generalist

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EXPERIENCE

3D Generalist

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 applications

• Implementing real-time assets and 3D imagery for commercial video productions

• Collaborating with art directors and clients across diverse projects to achieve consistent visual aesthetics

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

SKILLS

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

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

Inha University / BFA

2009 - 2014, Incheon, South Korea

Fine Arts, Grade: 3.48/4.0

PROJECTS

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 an opening title sequence

• Supervised and coordinated outsourcing artists to ensure quality and timely delivery

• Contributed to ideation and conceptual development of the visual direction

• Rendered 3D assets to achieve the intended cinematic style in collaboration with the motion graphics team

Naruto Online Mobile, Game Cinematics | Tencent

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

• Designed and created 3D props, improving overall 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

• Designed and created 3D props, elevating overall asset quality for the project

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

• Collaborated with technical directors to optimize and improve the production pipeline

R&D_Digital Human & Metaverse

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

• Modeled and Re-topologized 3D meshes from the Metahuman resources in Unreal.

• Generated hair groom using Xgen and card mesh in Maya

• Used the Blendshape in Maya to accumulate additional motion data based on the FACS, Facial Action Coding System, 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/ Blender

• Linked apps that capture facial movements with applicators equipped with FaceID.

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

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

• Created 3D character and assets, 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 Hibe)

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

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

• Created and shared documentation on scan data study

The King of Kings | Mofac Studios

AI Image Processing Technician | 2024, Giant Step USA

• Participated in ending title sequence production as an AI Image Processing Technician

• Generated source images tailored to the project's visual requirements

• Created functional map textures for image depth and movement

• Enhanced visual quality and immersion by adding dimensional effects to 2D imagery

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 AI technology

• Adjusted image style and color tones to match historical period contexts

• Restored and enhanced quality of rare archival images

• Generated explanatory diagrams and supporting visuals that align with the documentary's overall tone

Coolie | TV Series (Distribution TBD)

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

• Conceptualized and designed the visual direction for series title sequence

• Created and refined key visuals using digital tools and traditional techniques

• Developed style frames for sequence approval

• Supported motion team throughout production process