

# Heesoo Chae

3D Generalist

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## Summary

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Creative 3D Generalist specializing in digital human and realistic head creation, with a Fine Arts foundation and expertise in ZBrush, Maya, Substance Painter, and Marvelous Designer. Experienced in mentoring artists and managing outsourced teams.

## Experience

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### 3D Generalist

Mar 2022 – Jun 2025

GIANTSTEP Studios Inc | Los Angeles, CA

- Created 3D characters, environments, and VFX for games and film/TV productions (opening/ending sequences, in-game cinematics, etc.)
- Developed and optimized digital humans/influencers for metaverse and social media platforms.
- Led 3D modeling workflows and supervised outsourced artist teams for TV productions.

### 3D Asset Artist

Aug 2020 – Mar 2021

Freelance / Contract | Remote

- Developed 3D layout/previs course content including assets, scene files, and educational materials in collaboration with Shaun Kim, former Pixar Layout/Previs Artist.

### Fine Arts & Illustration

May 2018 – Jan 2020

Freelancer | New York, NY / Seoul, South Korea

- Held OFF Exhibition, KSOF, Brooklyn, NY
- Exhibited works at Duckwon Gallery, Insa-dong, South Korea
- Built foundational skills in form, composition, and color theory informing current 3D work.

## Skills

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ZBrush • Maya • Substance Painter • Marvelous Designer • Unreal Engine 5 • Photoshop • 3D Printing

## Education

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### Fashion Institute of Technology

Graduated with Honors

AAS, Illustration

Grade: 3.74/4.0 — *Magna Cum Laude*

### Inha University

BFA, Fine Arts

Grade: 3.48/4.0

## Licenses & Certifications

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### **A Regular Member of KAMVA**

Korean Association of Medical Visualization Artists

*Issued 2022*

### **Art & Culture Educator**

Ministry of Culture, Sports and Tourism, South Korea

*Issued 2015 — Certificate, 2nd Class*