Alexander Cho

Lighting and compositing artist

alexcho3d.com

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Summary

3D artist with a specialization in lighting and compositing. Hands-on experience working in a studio environment and collaborating with peers. Fulfills deadlines diligently and maintains constant lines of communication. Passionate about 3D art and visual storytelling in the entertainment industry.

Education

Maryland Institute College of Art

Summer 2013 - Summer 2017
BFA in Illustration
Minor in Creative Writing

Gnomon School of Visual Effects

Summer 2017 - Summer 2020
Certificate in Entertainment Design and Digital Production

Software skills

- **Nuke**
- **Maya**
- **ZBrush**
- **V-Ray**
- **Arnold**
- **Redsift**
- **Substance 3D Painter**
- **Mari**

Work experience

Megalis VFX - 3D Generalist

August 2020 - January 2021
Responsible for assets, including character models, shaders, and UVs.

ICON Creative Studio - Lighting and compositing artist

May 2021 - March 2024
Responsible for lighting shots in Maya.

Projects

ONI: Thunder God's Tale // Netflix animated series

3D Generalist - August 2020 - Megalis VFX

Supernatural Academy // Peacock animated series

Lighting and compositing - May 2021 -ICON Creative Studio

Transformers: Earthspark // Paramount+ animated series

Lighting and compositing - October 2022 -ICON Creative Studio

Firebuds // Disney+ animated series

Lighting and compositing - August 2023 -ICON Creative Studio