

Younee Park

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Portfolio: <https://younee.artstation.com>

Skills

Proficient with 3ds Max, Autodesk Maya, Zbrush, X-normal, Adobe Photoshop, Adobe Illustrator, Bodypaint3D.

Working knowledge of Unreal Engine 4 and Substance painter.

Proficient with environment and prop modeling in both high and low polygon.

Able to work with both casual hand painted texture and realistic texture created with substance painter and photoshop.

Education

Drexel University Philadelphia PA

Bachelor of Art and Science : Animation and Visual Effects(September 2011 -May 2015)

Seed Game school Seoul S.Korea

3d environment modeling class (May 2016 - March 2017)

Experience

Digital Media/Design Assistant at Nonprofit Youth Writing Center

March 2014-Sept 2014

During my junior year of Drexel University, I worked at the Spells writing center as a digital media/design assistant. My main duty was teach kids digital art program such as adobe illustrator or photoshop, and technical support for their creative activity; filming movie.