ROY S. AHN
3D GENERALIST

CONTACT

www.RoyAhn.com
Contact@RoyAhn.com
San Francisco Bay Area, CA
1.714.321.8485

ABOUT ME

I am a resilient problem solver who invites collaboration.
Highly motivated 3D Generalist, specializing in lighting, texturing, modeling and compositing, with a strong educational background in 3D production from Gnomon. Hands-on professional experience from multiple teams and companies, in-office and remote. Eager to apply technical skills and problem-solving abilities in a dynamic professional environment.

EDUCATION

Bachelor of Fine Arts in Digital Production   04/2015 – 12/2019
3D Generalist – Gnomon School of Visual Effects, Games, & Animation in Hollywood, California

SKILLS

- Problem Solving
- Communication
- Dependability
- Critical Thinking
- Resilience
- Self-Motivated
- Creativity
- Organization
- Empathy
- Adaptability
- Respectful
- Punctual

PROGRAMS

- Nuke
- Illustrator
- Premiere
- Photoshop
- Maya
- ZBrush
- Houdini
- Unreal
- Blender
- Mari
- Bitmap2Material
- Quixel Mixer
- Substance Painter
- SpeedTree
- PFTrack
- Marvelous Designer
- V-Ray
- Arnold
- Redshift
- KeyShot

EXPERIENCE

Freelance Artist   01/2023 – Present
Design, develop, and deliver art pieces to clients according to specifications.
Produce stylized images from photography for advertisements. Optimize ideas and objectives through consultation to create/modify menus, banners, and posters.

Look Development, Giantstep Studios Inc.   06/2022 – 11/2022
Texturing, modeling, and editing tasks for assets and scenes from the company.
Lighting, setting up render layers and rendering the 3D scenes.
Problem solving additional tasks from the Creative Director and other senior artists.

Render Q.C. Artist, Lightstorm Entertainment   06/2021 – 02/2022
Visually inspect renders for technical and artistic errors. If any are present, open and search the scene for the flaws causing the problems. Then, fix these identified issues as well as those noted by the Supervisor/Director.
Also responsible for identifying and reporting larger issues to the development, editorial, and art departments.

Lighting Artist, Giantstep Studios Inc.   01/2021 – 05/2021
UV and texture assets. Create environments to import key assets into.
Light the scene based on concept and direction from senior artists.
Prepare render layers and renders to give to the compositor.

HONORS & AWARDS

Best-Of-Term Award   12/2019
The Lone Tree was selected for Gnomon's Best-Of-Term in the environment category.

End-Of-Term Student Work Showcase   04/2011
Final painting was one of two selected by instructor for display in Pasadena ArtCenter's student gallery.