



ROY S. AHN

3D GENERALIST

CONTACT

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ABOUT ME

I am a resilient problem solver who invites collaboration.

Versatile 3D Generalist with expertise in lighting, texturing, modeling, and compositing. A graduate of Gnomon, I combine a strong technical foundation with hands-on production experience across film, advertising, and games. Whether working independently or within a collaborative team, I approach challenges with resilience, adaptability, and a passion for problem-solving that ensures visually compelling results under tight deadlines.

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

- Cinematic Lighting & Look Development
- Texturing & Asset Creation
- Storytelling Through Visual Design
- Team Work & Clear Communication
- Problem-Solving in Complex Pipelines
- Collaboration, Resilience & Adaptability
- Creative Vision & Technical Precision
- Organization, Punctuality, and Attention to detail

PROGRAMS

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

EXPERIENCE

Freelance Artist

01/2023 - Present

- Partnered with clients to translate concepts into bold, effective imagery.
- Produced stylized imagery for advertising campaigns and promotional materials.
- Consulted directly with clients to refine visual concepts for menus, banners, and posters.

Look Development, Giantstep Studios Inc.

06/2022 - 11/2022

- Built and refined assets through texturing, modeling, and editing.
- Developed lighting setups, render passes, and final rendered shots to achieve cinematic quality.
- Collaborated with senior artists and directors to solve creative and technical challenges.

Render Q.C. Artist, Lightstorm Entertainment

06/2021 - 02/2022

- Ensured visual integrity by inspecting renders for technical and artistic precision.
- Diagnosed scene issues and implemented corrections to maintain production quality.
- Reported systemic challenges to development, editorial, and art departments.

Lighting Artist, Giantstep Studios Inc.

01/2021 - 05/2021

- Built environments and executed lighting to align with cinematic direction.
- Developed UVs and textures to enhance asset realism.
- Prepared render layers, AOVs, and renders for compositing pipeline.

HONORS & AWARDS

Best-Of-Term Award

— Gnomon (2019), Environment Category

End-Of-Term Student Work Showcase

— Pasadena ArtCenter (2011), Student Gallery Exhibition