



🌐 kaiyaharinanim.com
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EDUCATION

SAVANNAH COLLEGE OF
ART AND DESIGN
Bachelor of Fine Arts in Animation
GPA 4.0

SOFTWARE

- MAYA
- Substance Painter
- Zbrush
- Nuke
- Substance Designer
- Unreal Engine
- Renderman
- Photoshop
- After Effects

TECHNICAL SKILLS

- Texturing / Look development
- 3D modeling
- Set dressing
- Lighting
- Compositing
- UV mapping

SOFT SKILLS

- Communication
- Collaboration
- Creativity
- Attention to detail

RECOGNITION

SCAD FOUNDATION STUDIES
AWARDS

Awarded 2nd place for Digital art

LANGUAGES

- English
- Korean
- French
- Japanese

WORK EXPERIENCE

TEXTURE LEAD & ASSET MODELER

[PERSIMMON RED]

SEPT 2023 - JUNE 2024

- Texturing lead for a team of 5 students in a senior thesis film
- Duties: Texturing and modeling assets, giving critiques, assigning works

TEXTURE ARTIST

[FILMHEDGE X SCADPRO]

MARCH 2023 - JUNE 2023

- Worked in a team of 6 to create a virtual production environment for the client FilmHedge
- Textured assets such as stairs and doors, set dressed in Unreal Engine

TEXTURE & MODELING ARTIST

[THE MENHEIM CLINIC]

SEPT 2022 - JUNE 2023

- Textured and look developed the main character
- Textured hero props and background props
- Modeled props

TEXTURE ARTIST

[SLINGSHOT]

JUNE 2023

- Textured and look developed hero props

TEXTURE & MODELING ARTIST

[FRESH MEAT]

MARCH 2022

- Textured assets into stylized style

VOLUNTEER

SIGGRAPH ASIA STUDENT VOLUNTEER- SYDNEY

DEC 2023

Collaborated with Siggraph staffs, leaded guests and organized the event