



Joey Park

3D Generalist | Character Animator

JOEYSJPARK.ART | sangjoonjoeypark@outlook.com | linkedin.com/in/joeyspark

3D Generalist and Animator experienced in character animation, look development, and VFX compositing across film and commercial pipelines.

EXPERIENCE

3D Generalist | Jemiro World | Jul 2025 - Present

- Developing character rigging for a looping animated segment within a music video
- Sole 3D artist responsible for establishing the 3D production pipeline, including asset creation, animation, and rendering workflows
- Modeled, sculpted, textured, and shaded 3+ stylized 3D characters and additional assets using Maya-ZBrush-Marmoset pipeline
- Conducted look development and rendering tests to establish the visual style for the animated sequence with Maya and V-Ray
- Designed and simulated character garments using Marvelous Designer for production-ready character assets
- Collaborate weekly with a multidisciplinary team including pixel and AI artists to iterate on creative direction and asset development

Contract VFX Compositor | Daydream Seoul Co. | Seoul, South Korea | Jan 2024 - Dec 2024

- Composited 50+ VFX shots for a feature film using NukeX and After Effects, including rotoscoping, keying, tracking, and matte painting
- Created post-visualization and delivered final composited shots for film, TV, and commercial projects.

Contract 3D Animator | SoKrispyMedia | Los Angeles, CA | Jan 2023 - Feb 2023

- Animated and rigged characters for digital content with 4M+ views on YouTube
- Matchmoved 7 shots in Blender and created post-visualizations in Maya
- Rigged and animated characters in Maya using FK/IK systems; contributed 20+ seconds of final character animation

Motion Capture Animator | Half M.T Studios | Los Angeles, CA | Mar 2022 - May 2022

- Animated 5+ shots totaling 30+ seconds, refining character performance, posture, and interactions in Maya
- Collaborated closely with the director to align animation with narrative beats and timing
- Animated shots for an award-winning short film recognized with Jury's Choice at SIGGRAPH and multiple awards at the Los Angeles Animation Festival

Contract Motion Capture Animator | Haibu Love Studios | Los Angeles, CA | Oct 2022 - Nov 2022

- Brought on in late-stage production to clean and refine performance capture data to produce production-ready dialogue animation
- Enhanced final deliverables for 2+ minutes of cinematic dialogue using MotionBuilder and Maya

Freelance Motion Graphics & Video Editor | Aug 2016 - Present

- Produced motion graphics, editing, and visual media for commercials, digital campaigns and branded content
- Produced branding assets, marketing materials, and visual media for startups and organizations
- Managed multiple concurrent client projects from concept to delivery

AI Data Trainer | Outlier | Oct 2024 - Feb 2025

- Trained AI models using visual datasets related to 3D software workflows (Blender, Maya)
- Annotated and curated image datasets to improve model accuracy in creative software workflows

Head of Graphic Design | 24 Hour Race | Seoul, South Korea | Feb 2016 – Oct 2016

- Co-founded the Seoul branch of an international anti-slavery nonprofit and led a team of 5 creatives
 - Directed the design of marketing materials including motion graphics, apparel, posters, and educational media
 - Helped recruit partner schools and contributed to fundraising efforts totaling 6.7M KRW (-\$6K USD)
-

EDUCATION

Gnomon School of Visual Effects | Los Angeles, CA

- Bachelor of Fine Arts, 3D Generalist
 - Best of Term of Winter 2022
-

AWARDS

Jury's Choice | SIGGRAPH | 2023

Jury Award Best Afrofuturism Animated Short | Atlanta Sci-Fi Film Festival | 2023

Best CGI, Best Dramatic Short, and Best Short Film | Los Angeles Animation Festival | 2023

Best of Term | Gnomon School of Visual Effects | 2022

1st Place in Video Art/Animation/Music Video | Shanghai Student Film Festival | 2018

1st Place in Video Art/Animation/Music Video | Shanghai Student Film Festival | 2016

Best Editing | Shanghai Student Film Festival | 2016

TOOLS & SKILLS

3D & Animation

Maya · Z-Brush · MotionBuilder · Cascadeur · Substance Painter · Marvelous Designer · Blender

Rendering & Look Development

Unreal Engine 5 · V-Ray · Marmoset Toolbag

VFX & Compositing

NukeX · After Effects · DaVinci Resolve

Design & Editing

Photoshop · Premiere Pro · Illustrator