

# Chloe (In Ah) Ko

COMPUTER GRAPHICS GENERALIST

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## SUMMARY

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Versatile CG Generalist with over 2 years of experience, specializing in VFX and 3D motion design, while also excelling in web, package, and graphic design. Adept at blending creativity with technical precision to deliver impactful visual experiences across diverse platforms.

## EXPERIENCE

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- Boyang Trading Co., LTD · Computer Graphics Generalist · Maywood, NJ** Feb 2024 – Present
- Led end-to-end product design, website management, and brand visual production.
- IsharingSoft Inc · Part-Time Computer Graphics Designer · Remote** Mar 2024 – May 2024
- Boosted app visibility and sales by designing App Store preview images and ad banners.
  - Localized content into multiple languages to enhance global reach.
- KISS Products Inc · Freelance 3D Motion Designer · New York, NY** Oct 2023 – Feb 2024
- Led cosmetic product visualization from scratch; transformed creative concepts into compelling animations that amplified brand identity and engagement.
- Framestore · FX Intern · New York, NY** Jul 2023 – Sep 2023
- Contributed to high-profile projects applying Houdini FX skills, including particle, smoke, and rigid body dynamics simulations.
- Free Range VFX · FX Intern · New York, NY** Jun 2023 – Jul 2023
- Developed procedural Vellum simulations for a teaser featured in American Horror Story Season 12.
- DaamDaam Samuso · 3D Motion Designer · South Korea** Jun 2021 – Jun 2022
- **SK CES 2022** – R&D; in Houdini for concept visualization; designed particle simulations for an interactive eco-tech experience; configured projection mapping and camera setups.
  - **Samsung MWC 2022** – Designed scene setup and 3D motion graphics for an anamorphic projection mapping piece; animated products for the Galaxy series launch.
  - **Samsung Engineering** – Developed content for the "Tech Zone" space, synchronizing transparent OLED displays on a robotic arm with a wall display.
  - **LG Display Magok Showroom** – Created particle simulation with X-Particles in Cinema 4D, integrated with live-action footage.
  - **LOTTE Academy Osan Campus** – Configured 3D projection setups on scale models of global landmarks; designed wall and model projection animations.
  - **LG U+ Virtual Office** – Designed virtual office space; performed rigging and avatar animation for a metaverse concept.
- Co\_ed Studios · Motion Design Intern · New York, NY** Jun 2020 – Aug 2020
- 3D modeling for a Crystal Geyser commercial; produced 2D text motion graphics in After Effects for a TED Talk intro.

## AWARDS & RECOGNITION

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- Finalist** — LG Wonderbox Showcase 2022 — artwork displayed on LG's Times Square billboard 2022
- Film of Distinction** — BFA Computer Art · School of Visual Arts 2023
- Excellence Award & Draft Selection** — The Rookie Awards 2023
- Rank A** — The Rookie Awards Official Industry Ranking Certificate 2023
- Best VFX** — Crazy Talented Asian and Friends (CTAF) 2023

<b>Semi-Finalist</b> — New York Animation Film Awards (NYAFA)	2023
<b>Official Selection</b> — Style, Experimental, Fashion Film Festival	2023
<b>Official Selection</b> — Experimental, Dance & Music Film Festival	2023
<b>Official Selection</b> — Cortoons Festival Gandia	2023
<b>Official Selection</b> — ASIFA-East Animation Festival	2023

## EDUCATION

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### **School of Visual Arts · BFA Computer Arts & Visual Effects · New York, NY**

Sep 2018 – May 2023

– Thesis Film "Cycle" — Film of Distinction 2023, Best VFX (CTAF), multiple festival selections.

## SKILLS

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<b>CG &amp; VFX</b>	Houdini FX, Cinema 4D, Maya, Nuke
<b>Design</b>	Adobe Suite (Photoshop, Illustrator, After Effects, Premiere Pro), Figma
<b>Rendering</b>	Redshift, Octane, Arnold
<b>Technical</b>	Houdini VEX, Python, HTML, CSS, Shopify Liquid
<b>OS</b>	Windows, Mac, Linux
<b>Language</b>	Korean, English, Japanese