

CONTACT

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Savannah, Georgia

EDUCATION

2024 - 2027

SAVANNAH COLLEGE OF ART
AND DESIGN

- Visual Effects (MASTER)

2022 - 2022

SF FILM SCHOOL

2015 - 2022

KONKUK UNIVERSITY

- Communication Design

SKILLS

- 3D Modeling (Environment)
- Texturing
- Lighting
- Rendering
- Lookdev
- VFX

SOFTWARES

- MAYA
- HOUDINI
- 3DSMAX
- ZBRUSH
- SUBSTANCE PAINTER
- SPEEDTREE
- PHOTOSHOP
- UNREAL ENGINE

PORTFOLIO <https://guswo5782.wixsite.com/my-site>

LINKEDIN <https://www.linkedin.com/in/hyunjaejeonjay/>



HYUNJAE JEON

3D GENERALIST / ENVIRONMENT ARTIST

WORK EXPERIENCE

- **Pearl Abyss Corp.** 2021 - 2021
3D Environment & 3D Asset Designer
 - Contributed to the creation and development of 3D assets and environmental designs as part of the art team of Black Desert
 - Participated in game development by extensively handling tasks across texture creation, asset production, and game engine integration within the art team.
- **Republic of Korea Army** 2016 - 2018
Squad Leader & Cook Specialist (Mandatory Military Service)
 - Led and managed a kitchen unit responsible for preparing meals
 - Supervised and trained team members to ensure compliance with government-approved recipes and food safety standards.
 - Coordinated supply logistics and inventory management for daily operations in a high-pressure environment.

PROJECT

- **Project Uggdrassil** 2022
Graduate exhibition
 - Created a visually stunning Mars colony environment in Unreal Engine for a research-themed game project.
- **Dunwall street** 2020
Personal project
 - A fan-made reimagining of Dunwall's streetscape, meticulously crafted to honor the Dishonored series' visual identity.