

RESUME

JIN YOU

www.square~~ray~~.com
square~~ray~~@gmail.com
82-10-5096-2621

< Employment Objective >

+ VFX Manager

< Work Experience >

+ 2026/03 - Present - **inFX. (Seoul, South Korea) - VFX Supervisor.**

+ 2024/10 - 2026/02 - **inFX. (Seoul, South Korea) - Head of 3D.**

- 3D process management & supervising.

"Summoners WarXLord of the Ring (서머너즈워 X 반지의제왕), 2026 (Cinematic)"

"imo (아이모), 2025 - (Cinematic)"

"TougenAnki : Crimson Inferno (도원암귀 : 크림슨 인페르노), 2025 - (Cinematic)"

"Good News (굿뉴스), 2025 - (Netflix movie)"

"Mantis (사마귀), 2025 - (Netflix movie)"

"Summoners War X Tekken 8 (서머너즈워 X 철권8), 2025 - (Cinematic)"

+ 2023/07 - 2024/09 - **MediaCan. (Seoul, South Korea) - Head of 3D.**

- 3D process management & supervising.

"Trigger (트리거), 2025 - (Netflix series)"

"Weak Hero Class 2 (약한영웅 2), 2025 - (Netflix series)"

"Study Group (스터디 그룹), 2025 - (TVING series)"

"Forbidden Fairtale (동화지만 청불입니다), 2025"

"Amazon Bullseye (아마존 활명수), 2024"

"Dog Knows Everything (개소리), 2024 - (KBS series)"

"Memories with Summoners (서머너즈워 10주년), 2024 - (Cinematic)"

"The Auditors (감사합니다), 2024 - (tvN series)"

"Noryang : Deadly Sea (노량: 죽음의 바다), 2023"

"Super Police (수퍼 폴리스), 2023 - (MBC TV series)"

+ 2022/06 - 2023/07 - **Giant Step. (Seoul, South Korea) - HOD @ Character Content Create Division.**

- Project management oversight.

- Technical design according to content creation.

- Solution proposal.

Virtual Human character development

+ 2021/11 - 2022/05 - **MOFAC Creative Works. (Seoul, South Korea) - Senior Generalist.**

- Set up a show and created basic templates that other artists can

follow to ensure quality and consistent production of 3D Animation shots integration.

- Managed a team of artists on a show and collaborating with other departments to

streamline processes and solve technical issues.

- Produced high-quality CG Lighting and Compositing for full 3D animation projects.

"The King of Kings, 2025"

- + 2021/03 – 2021/11 - **ScanLine VFX. (Seoul, South Korea) - Senior Generalist.**
 - Executed a broad range of VFX tasks including LookDev, Tex, Lighting, and Rendering.
 - “The Adam Project, 2022 - (Netflix)”**
 - “The Battle at lake Changjin, 2021”**

- + 2020/08 – 2020/09 - **CJ ENM R&D Center. (Seoul, South Korea) - Look Development Manager.**
 - CG Supervising .
 - “Roller Coster reboot - EP.02, 2020 - (tvN TV series)”**

- + 2019/03 – 2020/04 - **Mill Film. (Adelaide, Australia & Montreal, Canada) - Lighting Key Artist.**
 - Created and/or modify Lighting templates to be used by crews.
 - “FINCH, 2021”**
 - “Cats, 2019”**
 - “Dora and the Lost City of Gold, 2019”**

- + 2018/02 – 2019/02 - **Digic Pictures. (Budapest, Hungary) - Lighting & Compositing Artist.**
 - Produced high-quality CG Lighting and Compositing for full 3D animation projects.
 - “Love, Death, and Robots : The Secret War, 2019 - (Netflix)”**
 - “Sekiro : Shadows Die Twice, 2019 - (Cinematic)”**
 - “Destiny 2 : Forsaken, 2018 - (Cinematic)”**
 - “Call of Duty : Black Ops 4, 2018 - (Cinematic)”**
 - “Call of Duty WWII : Nazi Zombies, 2018 - (Cinematic)”**

- + 2017/05 – 2017/09 - **Double Negative. (London, United Kingdom) - Lighting TD.**
 - Produced high-quality CG Lighting and Rendering for feature film projects.
 - “Pacific Rim : Uprising, 2018”**

- + 2016/09 – 2017/03 - **Moving Picture Company. (Montreal, Canada) - Lighting Artist.**
 - Produced high-quality CG Lighting and Rendering for feature film projects.
 - “The Mummy, 2017”**
 - “Alien : Covenant, 2017”**

- + 2011/02 - 2016/09 - **Dassault Systemes | 3DEXCITE (Los Angeles, USA) - Lighting & Compositing TD.**
 - Produced high-quality CG Lighting and Compositing for commercial projects.
 - “Acura NSX teasers” & “Nissan Pathfinder teasers, Canada version” &**
 - “Nissan Altima teasers” & “Infinity LE concept teasers” & others**

- + 2010/07 - 2010/08 - **Rhythm and Hues. (Los Angeles, USA) - Lighting Apprenticeship.**
 - Produced high-quality CG Lighting and Rendering for feature film projects.
 - “Hop, 2011”**

< Technical skill >

- + 3D Programs : Maya, Katana, Clarisse, UnrealEngine, HDRLight Studio, V-Ray, RenderMan, Arnold.
- + 2D Programs : Nuke, Shake, After Effects, Photoshop, PFTrack.
- + OS Systems : Windows, Mac OS X, Linux.

< Education >

- + 2006 - 2010 : MFA - 3D Visual Effect @ Academy of Art University in San Francisco, CA, USA.