

JUYE HAN

3D CHARACTER ARTIST

DEAR HIRING MANAGER,

I am excited to express my interest in applying your talented team as a 3D Artist. With a passion for creating stunning 3D assets, I am confident in my ability to make a valuable contribution to your team.

My experience includes working at Studio X as a 3D Modeler, where I created character, clothes, props, and environment models using Maya, Blender, and ZBrush. I have also worked as a Character Modeler at Forkids, where I created character models and layout assets for the environment, painting texture and shading material for the animation. Additionally, I have worked on freelance projects as a Character Modeler, 3D Printing Modeler, and Generalist, where I utilized my skills in sculpting, digital painting, and 3D animation to deliver high-quality assets to my clients.

I have experience in both stylized and realistic modeling, high/low poly modeling, 3D character animation, texturing and shading, digital painting, and sculpting. I am also a clear communicator, creative thinker, problem solver, highly organized, and flexible team player. I am proficient in using tools such as Maya, 3ds Max, Nuke, Mari, ZBrush, Blender, Substance Painter, Marvelous Designer, Unreal, Marmoset Toolbag, After Effects, and Photoshop.

My skills extend beyond software proficiency, and I pride myself on being a clear communicator, creative thinker, and problem solver. I am a team player with the ability to work efficiently under tight deadlines, and my highly organized and adaptable nature allows me to easily adjust to new challenges and projects. I encourage you to view my work online at <https://www.judy1han.com/>. I am excited about the opportunity to join your team and contribute my skills and expertise to the creation of great experiences for members around the world.

Thank you for your consideration, and I look forward to speaking with you soon.

SINCERELY,

JUYE HAN
