

Solhee Ryu

Technical Animator at Method Studios

techartistsol@gmail.com

Summary

Rigging - 3D Character(Biped, Quadruped, Props, Facial rig), Tool development

Cloth and hair simulation in Maya

Animation - 2D & 3D animation

Creating diverse style of rigging in Maya with strong anatomy knowledge and good eye for modeling and animation. Having a strong passion of programming knowledge in Python and MEL.

Programing

- Python
- PyQt
- MEL
- HTML
- PHP

Specialties:

- Maya
 - 3D Max
 - Zbrush
 - Unity
 - Adobe After effect
 - Premiere Pro
 - Photoshop
 - Illustrator
 - Flash professional
 - Dreamweaver
 - Microsoft Excel
 - Microsoft Powerpoint
 - Microsoft Database
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Experience

Technical Animator at Method Studios

June 2018 - Present

Rigger at Method Studios

December 2017 - May 2018 (6 months)

Cloth Simulation Artist

February 2017 - April 2018 (1 year 3 months)

- Simulate clothing on individual shots
- Setup garment that embody the aesthetic and technical properties

www.sondershortfilm.com

Character Skinning Artist at Naughty Dog

March 2017 - October 2017 (8 months)

Uncharted : The Lost Legacy | Last of Us 2 Trailer #2

- Skinning the character bodies and faces
- Simulate garments on individual character
- Find solutions to technical problems relate to animation

Character Rigger at AAU StudioX

June 2015 - September 2016 (1 year 4 months)

Lecturer at Green Computer Art Academy

November 2009 - June 2013 (3 years 8 months)

- Taught web design
- Mentored more than 20 students per class

Education

Academy of Art University

Master's Degree, Rigging, Computer Language, 3D Animation, Interactive Technology, 2013 - 2016

Namseoul University

Bachelor's Degree, 2D Animation, Web design, Interactive Technology, Video Graphics and Special Effects, 2006 - 2011

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[Contact Solhee on LinkedIn](#)