



EURI CHU

3D ARTIST

912.358.8581
EURICHUART@GMAIL.COM
WWW.EURICHUART.COM

SOFTWARE

Autodesk Maya
Substance Painter
Substance Designer
Unreal Engine
Adobe Photoshop
Adobe Premiere
Houdini

Vicon Shogun
MotionBuilder
Faceware

TECHNICAL SKILLS

3D Modeling
Texturing
Animation
Python

SOFT SKILLS

Problem Solver
Organization
Active Listening
Communication

ACCOLADES

-Dean's List (Fall 2018- Spring 2021)
-1st Place SCAD Foundation Student Portfolio Awards (Spring 2019)
-1st Place SCAD Foundation Studies Honor Show (Spring 2019)
 "Process Drawing" Category
-Savannah Magazine (2017)
 Spotlighted in Spring Edition

EDUCATION

Savannah College of Art and Design (SCAD)
Savannah, GA
Sept 2018 - Expected Graduation June 2022

Major: Visual Effects

President of SCAD's Motion Capture Club
Jan 2019 - Present

Taught motion capture demonstrations, introduced facial capturing technology, organized meetings.

EXPERIENCE AND PROJECTS

Motion Capture Supervisor, "Abhorrent Abyss"
(Oct 2021 - Present)

Overseeing the motion capture, system setup, and export of quality data collection for game animations.

SCAD Mocap Teaching Assistant | Lab Aid
(Sept - 2021)

Assisted in motion capture class demos and supervised motion capture lab sessions for students.

SCADpro Sponsored Course, Gulfstream Pedestal
(Jan - March 2021)

Lead creator of a 3D animated Vision Reel as part of an effort by SCAD to conceptualize Gulfstream tech.

Lead Modeler, "Maneki,"
(Jan - June 2021)

Created animation assets for a student collaborated animation film. Overseeing model to texture pipeline. Advised team's model topology and UV work.

Environment Artist, "Diving Belle,"
(Oct 2020)

Modeled base environment for a student collaborated animation project.