

# Sungjin Lee

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## FX Artist & Composer

With advanced Houdini experience and strong proficiency in Nuke, I combine artistic sensibility with technical problem-solving to deliver procedural FX, seamless CG/live-action integration, and visually consistent results across fast-paced production pipelines.

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## Experience

### Composite lead StudioX | San Francisco | 2024 – 2025

- Worked within a real production pipeline at **StudioX (Academy of Art University)**, collaborating through ShotGrid
- Participated in weekly client review meetings and delivered updates based on feedback.
- Led compositing efforts on **5+ projects**, mentoring junior artists and troubleshooting complex shots.
- Collaborated with other compositors to discuss and resolve technical and artistic challenges.

### Composer & Motion Graphics Designer | GIANTSTEP | Seoul, Republic of Korea | 2021 - 2023

- Assisted with keying, rotoscoping, and CG integration for commercial projects.
- Created motion graphics, title sequences, and branded graphic elements for commercial campaigns.
- Integrated CG elements, live-action footage, and motion graphics for seamless visual storytelling.
- Contributed to 20+ projects, including: Samsung Galaxy, Google Play

Key Project Contributions :

#### Samsung Galaxy S23, Z Flip & Fold4

- Developed title animations and motion graphic elements for Samsung Galaxy Z Flip & Fold 4 campaign, working in continuous review cycles with supervisors, directors to finalize approved visuals.

#### Samsung Electronics Sale Festa

Developed multi-aspect AE templates (OOH screens, TVC, social) enabling rapid versioning at scale.

### Flame Artist intern

LOCUS | Seoul, Republic of Korea | 2021 – 2021

- Handled cleanup work (logo/object removal) and basic compositing
  - Provided rotoscoping and keying support for greenscreen shots
  - Created motion graphics, title sequences for commercial campaigns.
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## EDUCATION

### Master of Arts in 3D animation and visual effects (2025)

Academy of Art University, San Francisco, CA

- Courses included 3D animation, Dynamics, Composite, Look Development & Lighting.

### Bachelor of Fine Arts in Korean Painting (2020)

Kyunghee University, Seoul, Republic of Korea

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## CORE SKILLS

Compositing, Motion Graphics, Workflow: Versioning, Asset management, Multi-deliverables (OOH/TVC/social)

**Tools:** After Effects, Premiere Pro, DaVinci Resolve, Photoshop, Illustrator, Nuke, Houdini, Cinema4D