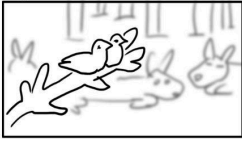


Erin Chung

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Objective

Professional storyboard artist looking to apply to the film/ animation industry to help the studio of Story Department improve their visual storytelling in the role of a story artist/ revisionist.

Work History

April 2024 — **Storyboard Artist & Revisionist** - Virginia Tech, VA
- Present Providing storyboard and animatics for a documentary project.

Feb 2024 — **Storyboard Artist** - MartilemStudios, USA
- April Revising thumbnails, cleaning up storyboards, producing animatics, and providing feedback to the story for a 2D animation project.

May 2023 — **Freelance Storyboard Artist**
Storyboarding ‘Smart Cane Technology’ in Human Centered Design
Storyboarding projects: “The Hunt” and “Ghang and Baeker”.

Aug 2021 — **3D Modeler** - Newman Library, Virginia Tech, VA
- Oct 2023 3D modeling and texturing specimens for CLIR Entomology project.

Mentorship

July 2022 — **Storyboard Art Mentorship**, Mentee
-July 2023 Attended Storyboard Art Mentorship with professional storyboard artists: Sergio Paez, Douglas Lovelace, Chad Pickrel, Steve Lee, Erik Kuska, etc

Education

2023 — MFA in Creative Technologies, Virginia Tech, VA

2020 — BFA in Illustration, Fashion Institute of Technology, NYC, NY

Computer Skills

Toon Boom Storyboard Pro, Photoshop, Illustrator, Maya, Blender, Zbrush, Unity, Unreal, Substance Painter, After Effects, Premiere Pro

Languages

English, Korean