Inquisitive Designer

NARI SHIN

+82-10-2400-7345
narii.shinn@gmail.com
www.narishin-art.com

SKILLS

3D Modeling & Rendering
Game & Animation Production
Design Strategy
Product Strategy
Project Management
Business Development
Visual Communication

TOOLS

3D Art Software

Maya, 3D Max, Mudbox, Zbrush, Blender, Substance Painter, Mari, Marmoset Toolbag, Nuke, Unity, Unreal Engine

Language

HTML&CSS, JavaScript, Python, R, SQL

Design

Adobe Suite, 3D Printing, Motion Graphics, Illustration, Doll Crafting, Photography

Collaborative

Figma, Shotgrid, Notion

TRAINING / COURSES

Notefolio • Coding for Designers

Intensive 8-week course on web development with HTML&CSS

Notefolio • Product Design Workshop

Focused 3-month course in product design combining theory and practice

Coursera • IBM • SQL for Data Science with R

Developed practical skills in SQL, R, and database access for data science

CERTIFICATES

Korea Vocational Evaluation Association

Child Art Education Specialist (Level 1)
Art Psychology Counseling Instructor (Level 1)

Lifelong Education Institute

Disability Awareness Education Instructor (Level 1 & 2)

EXPERIENCE

Induk University
3D Modeling Lecturer — 06/2024 - 07/2024 — Seoul, Korea

- Conducted a 3D modeling course, teaching AI-driven 3D image formation and Blender modeling techniques.

Mokwon University
3D Modeler — 12/2023 - 02/2024 — Daejeon, Korea

- Contributed to the development and led the 3D modeling of traditional Korean ghost characters, designed for tourism merchandise and gaming products to creatively promote K-culture.

Pingo Entertainment Multimedia Entertainment Company
Business Manager — 08/2023 - 03/2024 — Seoul, Korea
Project: <Shasha & Milo>, <GigaBuilder>, <Pimpim Series>, <Bboong-Uh Café>

- Coordinated multinational OEM factories, overseeing the production for character merchandise.
- Promoted projects at industry events, securing investments through networking and impactful visual presentations.
- Managed social media marketing, producing short-form promotional animations.

SAMG Entertainment CGI Animation Company
Line Producer • Project: <GhostForce> — 12/2022 - 04/2023 — Seoul, Korea

- Managed animation production and coordination with overseas partners using Flow Production Tracking.
- Facilitated communication across multiple platforms, ensuring accurate translations and data transfer.
- Documented meetings, organized production data, and maintained meticulous records to support project efficiency.
- Developed Python-based reporting dashboards, catalyzing collaboration in the animation production process.

Redbuck Studio 3D Game Asset Outsourcing Company
3D Artist & Project Manager — 03/2022 - 07/2022 — Seoul, Korea; Dalian, China

- Managed a team of 3D animators, coordinating with freelancers to ensure optimal staffing.
- Utilized Scrum and Kanban methodologies to deliver high-quality game assets on time and within budget.

Iljo Company Washing and Dyeing Company
Textile Design Researcher & Sales Manager — 05/2019 - 02/2022 — Seoul, Korea; Purwakarta & Bogor, Indonesia; Hai Duong, Vietnam

- Conducted research in textile engineering to develop green technologies that reduce water usage in washing processes.
- Created corporate profiles and presentations communicating technical and design innovations, enhancing brand visibility.

EDUCATION

School of Visual Arts — 09/2015 - 05/2019 — New York City, NY
BFA 3D Animation and Visual Effects

Rhode Island School of Design — 09/2012 - 05/2014 — Providence, RI
BFA Graphic Design (Transferred)

INTERESTS

Reading Books · Drawing · Collecting Figurines · Playing Squash · Gaming · Traveling · Singing · Visiting Museums / Exhibitions / Art Fairs