

Jungmin Cha

South Korea

jmcha.animation@gmail.com

Results-oriented and highly responsible Animator specializing in 2D computer animation. Focused on completing projects with accuracy and artistic skills. Skilled in TVPaint and Adobe Suite.

#readytowork

Work Experience

Freelance Animator, Illustrator

Awesome and modest

August 2020 to December 2020

- Illustrated, colored, and created body parts for puppet animation in Adobe Photoshop
- Animated provided scenes or animated backgrounds in Adobe Animate on the project

Graduate Teaching Assistant

California Institute of the Arts - Valencia, CA

September 2018 to December 2019

- Taught basic TVPaint skills and demonstrated how to use TVPaint for animating to students.
- Assisted faculty with clerical tasks such as copying papers, collecting assignments and preparing materials for classes.

Student Instructor

CalArts Community Arts Partnership - Valencia, CA

September 2018 to May 2019

- Taught animation techniques to students, ages in 10-18, by helping them to create original works of art and to experiment with prevailing conventions of artistic expression.
- Gained experience in arts education and community engagement.

Freelance Filmmaker

Ewha Womans University - Seoul, KR

March 2015 to May 2015

- Participated in planning video proposal, filming, editing, and overall production process to produce new version of promotional video for the university.

Publicity Department Intern

KB Datasystem - Seoul, KR

March 2014 to September 2014

- Filmed, arranged, and edited interview footage for the company's website using Adobe Premiere and Aftereffect.

Education

Master of Fine Arts in Experimental Animation

California Institute of the Arts - Valencia, CA

May 2020

Bachelor of Arts in Television & Films

Ewha Womans University - Seoul, KR

February 2017

Skills

- Proficient in Adobe Photoshop, Adobe Animate, Adobe Premiere, TVPaint; Familiar with Adobe Indesign, and Adobe Aftereffect; Editing expertise; Bilingual in English and Korean
- Filmography: Where I was born (2018): Director, producer, sound designer, and animator
- 2D Animation (3 years)
- Adobe Creative Suite (3 years)
- Illustration
- Video Editing (5 years)