

Nina Park

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Experience

Assistant Professor Aug 2023 – Present
Rochester Institute of Technology, Rochester, NY

- Teach 3D courses covering hard-surface/organic modeling, UVs, PBR texturing, lighting, and rendering (Unity/Unreal, Maya, Substance 3D). Mentor and art-direct capstone teams and portfolios.
- Directed a grant-funded (\$3K) 3D VR animation; researched 3D pedagogy and virtual avatars, applying findings to character/asset workflow and real-time rendering.

3D Technical Artist Feb 2022 – Mar 2024
Metatheory Inc., Remote

- Produced and optimized 3D assets for prototypes and production; collaborated with engineers on real-time implementation of Unity and performance tuning.
- Led R&D on tools, pipeline, and generative AI (Stable Diffusion); trained custom models to generate concept art, marketing materials, and prototype-ready resources.

3D Artist Nov 2017 – Jul 2020
Malka Media, NY

- Delivered high-end 3D commercial videos as a 3D generalist and rendering, adapting visuals to client brand and campaign needs.
- Produced 3D assets and motion graphics for web, broadcast, and marketing; applied cinematic techniques to enhance storytelling and audience impact.

VR Art Intern Summer 2017
Framestore, NY

- Built optimized 3D models and textures tailored for VR environments and gameplay.
- Supported interactive prototyping in Unreal, contributing to engine-side implementation and testing.

Game Artist May 2014 – May 2015
Cocone, KR

- Created avatar costumes and game-ready assets, contributing to the visual identity and promotional materials of a mobile game.
- Oversaw pipeline processes, ensuring smooth conversion of images to JSON for in-engine use.

Designer Summer 2016
Besisi Education, KR

- Designed brand identity (logo, visual assets) and marketing content for an educational services company.
- Applied graphic design and storytelling skills to create engaging visuals across digital and print media.

Freelance Digital Artist 2012 - Present
Self-employed, Remote

- Provided full-spectrum creative services: 3D product modeling/rendering, Game 2d Assets, video production for social media, and channel graphics.
- Specialized in digital branding through thumbnails, motion graphics, and platform-specific visual design
- Clients: Artsy Nest, Petco, Garrie Hyoung Youtube (800k subscribers), Engo, Nooslab, KBS Busan.

Education

School of Visual Arts, NY	2015 – 2017
Master of Fine Arts in Computer Art	
<ul style="list-style-type: none">Paula Rhodes Memorial Award – 2017	
Konkuk University, KR	2010 – 2014
Bachelor of Fine Arts in Moving Images	
<ul style="list-style-type: none">Minor in Digital Culture & ContentsAcademic Excellence Scholarship - 2013Honor Scholarship – 2010 - 2012	
Unity Center, KR	Summer 2016
VR Mobile Game Development	

Skills

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| <ul style="list-style-type: none">3D asset creationRendering and LightingAnimation, both in 3D/2D | <ul style="list-style-type: none">3D texture fabricationGame engine shader setupAI Image model training | <ul style="list-style-type: none">Creative DirectionMentorshipCross-Disciplinary Collaboration |
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Softwares

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| <ul style="list-style-type: none">MayaBlenderCinema 4D | <ul style="list-style-type: none">Unreal Engine & Unity 3DShader node & C#Substance 3D Series | <ul style="list-style-type: none">PhotoshopAfter EffectsStable Diffusion |
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License

Social and Behavioral Research - Basic/Refresher	Issued Jul 2024
Rochester Institute of Technology, Rochester, NY	

Screening & Exhibition & Awards

Haageumni
PD, Animator, Sound Designer
<ul style="list-style-type: none">Screening: TAMPERE Film Festival (2014) / Animamundi, Student section (2013) / ANNCEY, Student section (2013)/ SICAF, Student section (2013)NHIFF, Documentary section (2013)SISFF, Senior section (2013)
Developee
Director
<ul style="list-style-type: none">Art All Night, Official selection(2018)/ANIMAX, Official selection(2018)
Exhibition
Aritst
<ul style="list-style-type: none">Once upon a time- SULWHASOO, KR (2016)Project 'ONEWOO'- GALLERY IANG, KR (2012)Because of youth - KUMI SPACE, KR (2012)