

Jean Yi



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Los Angeles, California

EXPERIENCE

2025- Current Warner Bros. Discovery- Technical Director

- Created custom VFX, composited special effects, and adjusted timing/framing fixes to streamline production on multiple projects

2025- 2025 Goblin Caught on Tape- Composer

- Composited/rendered 2D animation and implemented special effect treatments
- Projects Included: Smiling Friends (season 3)

2019- 2024 Cartoon Network- VFX Artist

- Collaborated directly with Showrunners and Directors to create special effects including lighting, smoke, glitching, and particle effects to enhance emotional tone and visual storytelling
- Problem solved and fixed visual errors to keep projects within budget for 7+ acclaimed series
- Projects Included: Steven Universe The Movie, We Bare Bears the Movie, Adventure Time Fionna and Cake, We Baby Bears, Craig Before the Creek, Infinity Train, and Tig N' Seek

2019- 2019 Starburns Industries- Animator

- Worked on a 5-person animation team to animate multiple shorts in Adobe Flash with a traditional hand drawn style on a tight deadline

2017- 2018 National Paralegal College- After Effects Animator/ Educational Media Creator

- Created multiple 5–12 minute educational shorts that included motion graphics, audio editing, and rendering for the Lawshelf project

2017- 2017 ShadowMachine- Composer

- Enhanced scenes with custom VFX/lighting in After Effects program
- Projects included: Netflix's Bojack Horseman (season 4), Adult Swim's Chuck Deuce, and Greatest Party Story Ever

2016- 2017 Jim Henson Company- Technical Assistant / Scene Assembly Artist

- Streamlined motion-capture scene conversion/error correction in Maya
- Projects included: PBS' Splash and Bubbles and Netflix's Word Party (season 3)

2013- 2015 ADHD- Technical Director

- Created character rigs/builds and managed artist assignments
- Also served as an Intern Supervisor
- Projects included: FOX's Golan the Insatiable, Axe Cop (season 2) and Major Lazer

2013- 2013 Disney Interactive- 2D Flash Artist

- Optimized 1,000+ game assets for Club Penguin Mobile App pipeline
- Projects included: Club Penguin Mobile App

PROGRAMS

After Effects, Animate/Flash, Photoshop, Harmony, Maya, Illustrator, 3ds Max, Storyboard Pro, zBrush, Audacity, Final Cut Pro, Microsoft Office suite, Google Docs/Sheets

EDUCATION Maryland Institute College of Art (MICA) BFA in Animation, Graduated with honors