



JOONHOBANG

3D ARTIST | FX TD

CONTACT

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WORK EXPERIENCE

EDUCATION

LANGUAGE

English Korean

PROFILE

Joonho Bang started his CG and FX journey with a background in programming, which quickly grew into a love for 3D design, animation, and storytelling. At The Mill, he's worked with brands like Bud Light, DirecTV, Riot Games, Delta, and Spotify, bringing ideas to life through creative problem-solving. Passionate about 3D effects, motion design, and visual identity, he's always exploring new ways to create dynamic and immersive experiences through proceduralism and interactive art.

FREELANCE 12/2024 - CURRENT
3D CG Artist | FX TD

- Carbon VFX - Character FX for Urolift
- Crafty Apes - Blood FX for Siren
- Preymaker - Crowd FX & Rigid Body FX for CocaCola
- Preymaker - Character FX & Rigid Body FX for Toyota

THE MILL 07/2021 - 08/2024
3D CG Artist | FX TD

Designed highly realistic and visually stunning simulations for world-class commercials, including multiple Super Bowl ads, developed procedural modeling and animation systems to automate asset creation, and troubleshoot technical issues in the 3D pipeline to ensure smooth production workflows.

FRIENZ CREATIVE 03/2023 - 17/2024
FX TD | 3D DESIGN | 3D MOTION DESIGN

Designed and executed 3D design, motion design, and FX design, handling a wide range of tasks including modeling, rigging, animation, and look development as a generalist.

Savannah College of Art and Design May 2021
M.A. Visual Effects

Pennsylvania State University May 2018
B.S. Information, Science, and Technology

TECHNICAL SKILLS

HOUDINI | Cinema 4D | ZBRUSH | UNREAL ENGINE | MAYA
REDSHIFT | ARNOLD | Adobe CS | Python | C++ | Java