

Yuchan Cho

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Education

Georgia Institute of Technology (Atlanta, GA)

Bachelor of Science in Computer Science

Expected: May 2026

GPA 3.87

Experience

MAKE - CG Generalist Intern [Minneapolis, MN]

May 2025 - August 2025

- Created an AI pipeline for 2D artists using ComfyUI and various stable diffusion models (Wan 2.1, Flux) to speed up project workflows for clients such as King Oscar and Dick's.
- Developed a custom node in Python and Javascript to track both long and short term changes to workflow parameters, achieving 100+ downloads from the ComfyUI registry.
- Engineered and deployed a MaxScript-based overhaul of the proprietary rendering tool's lighting system, extending functionality to support 5+ additional V-Ray light types.

Pixar - Technical Director (PUP) Intern [Emeryville, CA]

June 2024 - August 2024

- Developed a Python script to create a real time MIDI controller setup with Blender to control scene assets, lights, animations, and audio. This tool was used to create an interactive performance based on audio and visual cues to an audience of 75+ Pixar employees.
- Directed a short film with 8 other interns and led rendering efforts for all shots using a custom pipeline that connects Maya, Houdini, and Blender via USD and Perforce.
- Managed the full editing pipeline, including developing the sound design by manipulating pitch and frequencies of different sound effects as well as Foley to support the film's narrative.

CS 1301 - Teaching Assistant [Atlanta, GA]

August 2024 - December 2024

- Co-instructed 1.5 hour classroom sessions on fundamental Python programming concepts, met with students twice a week to review core concepts and provide individualized support.

Nimbus Health - Design Lead [Atlanta, GA]

November 2024 - March 2025

- Implemented frontend features enabling efficient filtering of 10,000+ clinics through parameters such as patient and provider statistics, contributing to raising millions in Series A funding.

Universal Phoenix Group - 3D Artist Intern [Atlanta, GA]

May 2023 - August 2023

- Modeled and shaded various 3D assets for an educational k-12 hip hop dance video game.

Intermedium USA - Videographer Intern [Atlanta, GA]

May 2023 - September 2023

- Shot and produced 10+ marketing spots for the Dennis Law Firm, managing all aspects of post-production to increase customer engagement and advertising.

Projects

Game Boy Advance

January 2024 - May 2024

- Created multiple portable games for the game boy advance in C with tiled and Docker by utilizing direct memory access.

HackGT

November 2024

- Collaborated with other students to create a workout assistant software to count repetitions for workout routines using Python, Mediapipe, and ReactJS.

Technical Skills

- **Software:** Houdini, Unreal Engine, Unity, Blender, Maya, 3dsMax, Adobe Suite (Premier, Photoshop, After Effects), ZBrush, Substance Painter, Figma, Nuke, Katana, Flow, Docker, Renderman, Perforce
- **Packages:** python venv, OpenCV, Mediapipe, P5.js, pandas, requests, numpy, pyqt6, os
- **Languages:** Python, Vex, MaxScript, Javascript, Java, C, C#, HTML, CSS, GIT, Linux

Awards: 2021 GA Student Technology Competition - 2nd place for Digital Game Design