



FALL 2026 DEMO SHOT BREAKDOWN SHEET

DATE 08/10/2026

SHOT 01 • [00:05–00:08]



Too Much (2026)
Role(s): 3D Animator, Art Director

CONTRIBUTION / SHOT NOTES

Close-up cuts from self-directed short film "Too Much"

Software: Autodesk Maya
Rig Credits: Mars & Mazu from M-rigs by Ramon

SHOT 02 • [00:09–00:13]



Prehistorical Frog (2026)
Role(s): 3D Animator

CONTRIBUTION / SHOT NOTES

Imaginary creature animation

Software: Autodesk Maya
Rig Credits: Frog rig by Truong CG Artist
Rendering: Artlistio

SHOT 03 • [00:14–00:17]



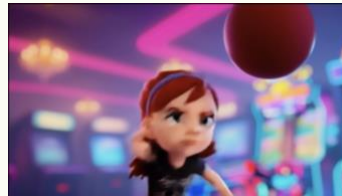
Annoyed Horse (2026)
Role(s): 3D Animator

CONTRIBUTION / SHOT NOTES

Quadruped walk-Cycle animation

Software: Autodesk Maya
Rig Credits: Gorgeous Gorge by Dmitrii Kolpakov
Rendering: Higgsfield

SHOT 04 • [00:18–00:20]



One Punch (2025)
Role(s): []

CONTRIBUTION / SHOT NOTES

Special thanks to Tina Le for video reference

Software: Autodesk Maya
Rig Credits: Kayla Unlimited by fRigging Awesome
Rendering: Higgsfield

SHOT 05 • [00:21–00:26]

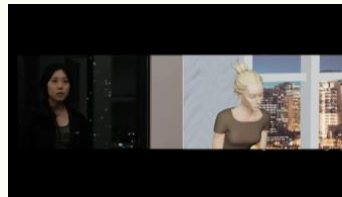


The Cursed Curiosity
Role(s): 3D Animator, Environment Layout

CONTRIBUTION / SHOT NOTES

Special Thanks to Makumbi Muleba for video reference, 3D Assets from Sketchpad
Software: Autodesk Maya
Rig Credits: Little Dash from Mecha-Mechs rigs by fRigging Awesome

SHOT 06 • [00:27–00:33]



It's Still Life
Role(s): 3D Animator, Video Reference

CONTRIBUTION / SHOT NOTES

Closeup Face Animation

Software: Autodesk Maya, Adobe After Effects
Rig Credits: Minerva from M-rigs by Ramon Arango

SHOT 07 • [00:34–00:38]



I'm Not Sorry
Role(s): 3D Animator

CONTRIBUTION / SHOT NOTES

Two Character Dialogue

Software: Autodesk Maya
Rig Credits: Mireuk & Minerva from M-rigs by Ramon Arango

SHOT 08 • [00:39–00:44]



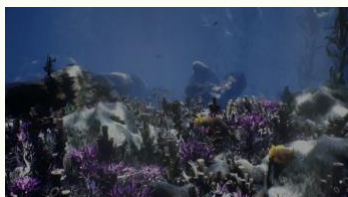
Wings
Role(s): 3D Animator

CONTRIBUTION / SHOT NOTES

Magical Creature Face Animation

Software: Autodesk Maya
Rig Credits: Ava Ledon
Rendering: Higgsfield

SHOT 09 • [00:45–00:55]



Deep Blue Water
Role(s): Vis Dev & 3D Animator

CONTRIBUTION / SHOT NOTES

3rd Place Winner for SCAD * NVIDIA AI Summit 2026

Software: Houdini, Omniverse, Autodesk Maya, Unreal Engine
Teammates: Yejin Jeon, Zane Jone

SHOT 10 • [TBC]



Title: []
Role(s): []

CONTRIBUTION / SHOT NOTES

Software: []
Rig Credits: []
Rendering: []