

# Jean Ahn

## Production Management

[producerjeanahn.com](http://producerjeanahn.com)

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## EXPERIENCE

### **Instructor** // Keimyung University (2021 - Present)

Teach 16-week courses of 30+ students for the foundation of 2D Game Graphics and Action & Gesture study, give guidance and advice to students' for theory-based portfolios and animation related career support, critique individual assignments personalized to students

### **Producer** // Insand (2020 - 2021)

Managed multiple productions and schedules for various commercials, explainers, infographics, event opening videos, drew storyboards for a 2D animated music video, video opening sequences, live-action and motion graphic commercials based on scripts, and screenwriting, R&D for visual references and project pitching materials, edited surgical videos and pre-edited multiple YouTube videos and live-action explainers, inspected final output before delivery

### **Producer** // The Pinkfong Company (2020)

Designed pipeline, planned estimate budget, research & development for technical and visual references, tracked schedule and managed production team for unannounced *Baby Shark* project, visual development and R&D for unannounced *Pinkfong* project, English research consultant for the copyright of music licenses

### **Production Management** // StudioX (2015 - 2019)

Ran dailies and weekly production meetings, managed artists and production crews, served as primary liaison between client and production departments, assigned shots using Shotgrid, summarized and delivered feedback, managed assets, created EPK, digital painted and edited posters, edited videos and animatics weekly, character design

\_ **Producer/ Video Editor** || *The Ribbon* (2D animated short film)

\_ **VFX Production Manager** || *Jack and Anna* (Live-action short film)

\_ **Production Manager** || *Steve's Catch* (3D animated short film)

\_ **Assistant Producer** || *Coyote's Place* (3D animated TV movie)

## Activities

**Member** Woman in Animation (2021 - Present)

**Production Manager** Volunteer/freelance (2020 - Present)

**Freelance Artist** Work For Commission (2020 - Present)

**Content Creator** [instagram.com/ett.glas.glass](https://www.instagram.com/ett.glas.glass)

## SKILLS

### **Production**

Production Management  
Pipeline Design  
Scheduling  
Communication  
Multitasking  
Asset Management  
Detail Oriented  
Problem Solving  
Research & Development

### **Art**

2D Illustration  
Character Design  
Visual Development  
Compositing & Video Editing  
Storyboarding  
Storytelling

### **Language**

English, Korean

### **Software**

Shotgrid  
Adobe Photoshop  
Adobe Premiere  
Adobe After Effects  
Google Suite  
Nuke  
Maya

## Education

**Bachelor of Fine Arts in  
Producing for Animation & VFX**  
*Academy of Art University (2019)*

**Master of Fine Arts in  
Visual Development**  
*Academy of Art University (2017)*

**Bachelor of Arts in Video/Animation**  
*Keimyung University (2010)*