# Jean Ahn
## Production Management

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** // SmartStudy (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 team, 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)

## 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)*