

Sunhie Yoo

STORYBOARD / CONCEPT ARTIST

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Visual artist with a Master's degree in Animation, focused on storyboarding and concept design. I am transitioning from a sales background into the animation and entertainment industry. My portfolio includes self-initiated and academic projects that show my skills in character design, environment design, and visual storytelling. I am passionate about working with creative teams and excited to grow through real-world production experience.

Work experience

Freelance Artist

Los Angeles, CA | 2025-Current

- Learning Blender for visual development and 3D scene composition
- Practicing life drawing and gesture sketching to improve anatomy and figure drawing

2D Short Film “Cooking” | Personal Project

San Francisco, CA | 2017

- Created storyboard and animatic
- Designed characters and visual settings
- Focused on narrative structure and visual pacing

Stop Motion Short Film “Momster” | Personal Project

Seoul, Korea(South) | 2010

- Developed puppets and miniature sets with paper using traditional media
- Designed characters and visual settings, and created storyboard and animatic
- Managed set design, lighting concepts, and camera placement

School Animation Exhibition, Kyonggi University | Leader

Seoul, Korea(South) | 2009 & 2013

- Lead event planning, student mentoring, and public presentations (2009, 2013)

Pacific Lighting Manufacturer Inc | Sales Representative

Los Angeles, CA | Nov 2019 - Mar 2025

- Built and managed relationships with B2B clients in the lighting industry
- Created customized visual presentations and solution proposals
- Strengthened communication, problem-solving, and time management skills

Education

Academy of Art University | Master's Degree

San Francisco, CA | 09.2014 - 05.2017

Master of Arts in Animation and Visual Effects

Kyonggi University | Bachelor's Degree

Seoul, Korea(South) | 03.2008 - 03.2014

Bachelor of Arts in Media Administration

Skills

Bilingual (Korean & English) | Visual Storytelling | Character Design | Photoshop | Blender (currently learning)