

Jun seo Hahm

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Education

_MFA in Experimental Animation at California Institute of the Arts. 2005. (U.S.A.)

_BFA in Experimental Animation at California Institute of the Arts. 2003.

_BFA in Art Science at Hong Ik Univ. 2001.(Korea)

Work experience

_Animation Designer, Director at Bent Image Lab. Since 08.2005 ~ present.

_T-Shirts graphics for Super superficial(UK), DT funch(Korea), Poketo, Dead Royalty(USA)

_magazine illustration; GQ Korea 07. 2005

_Animation Director at Atoonz. 2000.

_Writer and Designer at Tooniverse. 1998~99.

_making comics monthly on alternative comics magazine OZ. 1999.

_Freelance Illustrator. 1998~

Filmography

Karnival

_super short animation series produced at Bent Image Lab.

_screened at Indie ani-fest in Korea. 2007.

_screened at Pictoplasma animation festival. 2007.

Dream Grammar.

_4min 41sec. 16mm. color. 2005

_Drawing and cut-out.

_KODAK film grant awarded. 2004.

_won Fuji Eterna Award at Experimental Film And Video Festival in Seoul. 2006.

_Screened at Norwich International Animation Festival, Bradford Animation Festival,

Flatpak festival, Syracuse international animation festival

_Distributed in Italy by Italian experimental film distribution company KIWIDO.

_Broadcasted on Art channel in Korea.

Mosition.

_4min 31sec. Beta-sp. B/W. 2004

_Drawing on paper, composited in computer 2D.

_Adobe Design Achievement award; 2nd place award in moving image category.

_Screened at Cal Arts Showcase, Philadelphia Film Festival, Indie Forum.

Crazy Express.

_Flash animation series. 2000

_mixed media.

_Screened at Jeonju International Film Festival.

Solo Exhibition

_‘Jun seo Hahm’, Moshi-Moshi gallery, 2007 Portland, OR

_‘Jun seo Hahm’, Igloo gallery, 2007 Portland, OR

_‘Can you see what I see?’, Ssamzie Illupop gallery. 2007. Seoul. Korea

Group Exhibition

_‘Print show’, Moshi-moshi gallery, 2007. Portland. OR

_‘It can’t happen here’, Worksound, 2007. Portland. OR

_‘Secret’, Launch Pad gallery, 2007. Portland, OR

_‘Double Glazed’, Oxygen Bar, 2007. New York, NY

_‘Tree show 2’, Gian Robot San Francisco/Giant Robot SF gallery, 2006. San Francisco, CA

Skills

2d traditional animation, 2d/3d CG animation, stop motion, cut out animation, story boarding, style frames, concept development, character design, illustration, graphic design, t-shirts design, toy design

Software; After Effect, Photoshop, Illustrator, Flash, Dream weaver, 3ds max,cinema 4d, Z-brush, Indesign.