

# SPECIALIT

### SPECIALITIES | PROFILE

YEHAKIM/CV

ARCHITECTURE, DIGITAL ART
DIGITAL ANALYSIS,
RENDERING SPECIALIST

Having recently graduated from UCL Bartlett, I have developed skills as an architectural designer. During my 4 years at the Bartlett, I have specialised in digital algorithmic design and rendering.

# EDUCATION / WORK EXPERIENCE

BARTLETT SCHOOL OF ARCHITECTURE 2017 - 2021

During my studies at UCL, I have acquired a broad spectrum of skills, ranging from 3D modelling and rendering to CFD Analysis. Along with my proficiency in Rhino, Cinema 4D, Redshift Render Engine, Unity etc., I have produced a plethora of unique architectural projects at UCL.

FREELANCE VFX ARTIST 2018 - 2020

In between school years, I have worked part-time as a freelance Visual Effects Artist. My duties ranged from assisting in developing concept art to developing film and advertisement. Here, I acquired industry entry to medium level knowledge in rigging, texturing, and lighting.

VOLUNTEER AT HABITAT FOR HUMANITY 2016, Chungnam, S. Korea

Volunteer work at Habitat for Humanity Korea. Duties involved practical construction work (e.g. bricklaying) and administrative tasks to renovate worn-down houses in Chungnam.

ARCHITECTURAL INTERN ARCHUS

2015, Västerås, Sweden

Part-time assistance in CAD-related and administrative duties for Archus' Högåsskolan (Knivsta) Project. Mentored and Supervised by Architect Therese Nyberg.

IB DIPLOMA CARLFORSSKA GYMNASIET 2014-2017, Västerås, Sweden

- English A Lang & Lit HL (6) - Physics HL (6) - Swedish B SL (7) - Mathematics HL (6) - History SL (7) - Visual Arts HL (5)

- Visual Arts EE: A - TOK: B

## BIO

Nationality: Swedish/Australian DOB: 01 May 1998

#### LANGUAGES

(Fluent) ENGLISH (Fluent) SWEDISH (Fluent) KOREAN

#### TUTORS

YR1: Jasmin Sohi

YR2: David Di Duca, Tetsuro Nagata YR3: Murray Fraser, Michiko Sumi

### SHOWREEL

Academic:

https://vimeo.com/563082426

Freelance:

https://vimeo.com/463938553

### CONTACT

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## DIGITAL SKILLS

3D-MODELLING	RENDERING	MISCELLANEOUS
Rhino 3D ●●●○	Redshift $\bullet \bullet \bullet \bullet \bigcirc$	Photoshop
Cinema 4D ● ● ● O	Octane ••••	InDesign • ● • O
3DS Max ●●●○○	Arnold ●●●○○	After Effects ● ● ● ○ ○
Blender ●●●○○	V-Ray ● ● ● ○ ○	Agisoft • ● • ○ ○
Houdini ●●●○○	Corona ●●●○○	Unity/Unreal Engine $lacktriangle$
Maya ●●○○○		X-Particles ● ● ○ ○
Zbrush ●●○○○		Realflow ● ● ○ ○
		Simulia X-Flow ● ● ○ ○ ○
		Autodesk CFD ● ● ○ ○ ○