


# KRIS CHO

 BAFTA MEMBER

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## AWARDS

### 2023 The Game Awards

Games for Impact

### 2021 Golden Trailer Awards

Best Video Game TV Spot Nominee

### 2016 Golden Joystick Awards

Best Storytelling Winner

## CORE SKILLS

Performance Direction  
Cinematic Production  
Dept. Management  
Outsource Management  
Pipeline Development

## TECH SKILLS



Unreal Engine 5



Unity



Maya



Motion Builder



DaVinci Resolve



Perforce



Jira



Shotgrid



Premiere



Photoshop

## EXPERIENCE

2023

**NETEASE GAMES** London, UK

### Cinematic Director

Contributed direction towards several unannounced projects, developed Unreal Engine 5 cinematic production workflows and pipelines

2020-2022

**INTERIOR NIGHT** London, UK

### Head of Cinematics

Released award winning debut title with over 12hrs of cinematics as a core member of the leadership team. Managed dept of 12, along with outsourcers.

2017-2020

**CREATIVE ASSEMBLY** Horsham, UK

### Lead Cinematic Artist

Double-digit millions of hits to date on cinematic trailers and assets as director and artist. Lead development on Cinematic Tools and Pipeline industry standardization.

2015-2017

**CD PROJEKT RED** Warsaw, PL

### Senior Cinematic Artist

Coordinated development of tech and tools for cinematics in the new RED engine for Cyberpunk 2077. Developed cinematics for the climatic finale of Witcher 3: Blood and Wine.

2015

**BIOWARE** Austin, TX

### Cinematic Designer

Established the Frostbite cinematic design workflow and pipeline for the Austin Studio. Developed all of the high level cinematics for DAI : The Descent.

2015

**MICROSOFT** Redmond, WA

### Media Artist

Successfully launched the Forza Horizon 2 2015 February DLC Trailer and contributed to Forza's partnership with Fast & Furious franchise.

2013-2014

**DESIGN FORCE INTL.** Shanghai, CN

### Media Manager

Manager for multimedia department. Screenwriter and story board artist for guest experiences for the animatics & multi-media of key projects.

2012

**TRION** San Diego, CA

### Cinematic Designer

Coordinated on improving the animation library. Created over 30 minutes of cinematics.

2009-2012

**Bioware** Austin, TX

### Cinematic Designer

Mentored and led a small team of junior cinematic designers. Contributed to pipeline improvements. Shipped title with over 900hours of cinematics.

## PROJECTS

- 2022** **As Dusk Falls**  
Head of Cinematics
- 2019** **Total War Saga: Troy**  
Lead Cinematic Artist
- 2018** **Total War Three Kingdoms**  
Senior Cinematic Artist
- 2018** **Total War Saga: Thrones of Britannia**  
Senior Cinematic Artist
- 2017** **Total War: Warhammer 2 + DLCs**  
Senior Cinematic Artist
- 2016** **Cyberpunk 2077**  
Senior Cinematic Artist
- 2016** **The Witcher 3 : Blood and Wine**  
Senior Cinematic Artist
- 2015** **Mass Effect Andromeda**  
Cinematic Designer
- 2015** **Star Wars: The Old Republic  
Knights of the Fallen Empire**  
Cinematic Designer
- 2015** **Dragon Age Inquisition: The Descent**  
Cinematic Designer
- 2015** **Forza Horizon 2 + DLCs**  
Media Artist
- 2012** **Defiance**  
Cinematic Designer
- 2012** **Star Wars: The Old Republic + DLCs**  
Cinematic Designer
- 2004** **Insurgency (mod ver.)**  
Generalist

## EDUCATION

- 2019** **Performance Captured Academy**  
Performance Capture Direction
- 2008-2012** **University of Texas**  
Radio/Television/Film

## CITIZENSHIP

- US Citizen
- UK Permanent Residency

## INTERESTS

- Video Games
- Technology
- Leadership
- Artificial Intelligence
- Animation
- Filmmaking
- Writing

## HOBBIES

- Photography
- Documentary Filmmaking
- Camping
- Cycling
- Reading
- Animation Shorts