

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

Realtime Production
Creative Direction
Dept. Management
Outsource Management
Pipeline Development

TECH SKILLS



Unreal Engine 5



Unity



Maya



Motion Builder



DaVinci Resolve



Perforce



Jira



Shotgrid



Premiere



Photoshop

EXPERIENCE

2023-2024 Darkburn Creative London, UK
Creative Director

Responsible for direction, division development, client outreach and new project acquisitions. Progressed cinematic & XR/VR content pipelines.

2022-2023 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
6 million hits to date on cinematic trailers and assets as primary and co-directing artist. Leading 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 BIONWARE 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

- 2023 **Marvel Rivals**
Cinematic Director (CG)
- 2023 **Once Human**
Cinematic Director (CG)
- 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
- 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**
Media Artist
- 2012 **Defiance**
Cinematic Designer
- 2012 **Star Wars: The Old Republic**
Cinematic Designer
- 2008 **Insurgency (mod ver.)**
3D Artist

EDUCATION

Performance Captured Academy
Performance Capture Direction

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