

Hwasup Song, creature/character artist  
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### **Career Objective**

- to keep achieving higher quality 3D art each time, to keep exceeding expectations

### **Summary of Qualification**

- An exceptional understanding of human and creature anatomy and a keen eye toward form, shape, structure, and silhouette in regard to modeling and character design
- Self-motivation, good communication skills, and a great team-player attitude
- software: 3dsmax/ maya/ zbrush/ mudbox/ Cycles/ photoshop/ modo/ linux

### **Experience**

- |   |   |
|---|---|
| <b>Jan2011~present</b>  | <b>Mnemonic, Vancouver, Canada</b>      |
| asset lead for a full length Sci-Fi independent film, Mnemonic(korean).   |   |
| <b>Mar2010~Dec2010</b>  | <b>Digital Domain Vancouver, Canada</b> |
| 3D character/creature/environment artist for Thor(2011) by Marvel   |   |
| <b>Oct2009~Mar2010</b>  | <b>MPC Vancouver, Canada</b>            |
| CG creature artist for Sucker Punch(2011): created giant samurais for the film.   |   |
| <b>Jun2009~Oct2009</b>  | <b>MPC Vancouver, Canada</b>            |
| CG creature artist for Percy Jackson & the Olympians: The Lightning Thief : created the Minotaur  |   |
| <b>Feb2009~Jun2009</b>  | <b>CIS Vancouver, Canada</b>            |
| character modeler for Invictus(2009)  |   |
| <b>Dec 2008~Jan2009</b>   | <b>Viel Planners, Korea</b>             |
| Character Art Tutorial Book writer: teamed up with Jinhyung Kim, wrote a character art tutorial book for Korean readers.  |   |
| <b>Oct2008~Dec2008</b>  | <b>Liquid Development, USA</b>          |
| freelance character artist: created various game characters for clients such as Eat Sleep Play, Propaganda games, etc. for the sequels of their highly anticipated game franchises. |   |

**Sep2004~Jul2008**

**Flagship Studios, San Francisco, USA**

remote contractor: principle character modeler (at least 70% of the player characters), rigger, texturer...etc.: creating high quality in-game character for the next gen pc game, Hellgate: London and Mythos. created riggings and animation cycles for test character(s) in the early stage of the engine development.

**Dec2004~Jan2005**

**Elliott Digital, Toronto**

character modeler for Happily Never After

**Sep2003~Jul2004**

**Elliott Digital, Toronto**

Worked on various areas of various projects including game character modeling for XBOX2, character modeling for Nelvana's CG feature, environment modeling(2k) for a movie, and 'everything except animating' for a Christmas special 3D animation. Getting things done in time, established myself as a strong character modeler, and trained hard in other areas.

#### **Seminars/ Workshops/ Presentations/ Publications**

Game Art tutorial book to be announced Spring 2010 (korea)

Tutorial writer for 3D Artisan magazine since 2008 (korea)

Character Art of Hellgate London Seminars (May 2008) at Samsung Multicampus (korea)

Character Modeling workshop (May 2008) at Samsung Multicampus (korea)

Character Art of Hellgate London Seminars (May 2007) at Hongik University (korea)

#### **Education**

Sep2001~Jun2003 Digital Media Arts at Seneca College, Toronto

Learned fundamentals of 2D and 3D art

#### **Reference**

Phil Shenk, the CEO of Gravity Bear Studios, the Art Director for Hellgate: London, Flagship.

Available Upon Request