

hwasup song 3d character art online portfolio

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/ Cyslice/ photoshop/ modo/ linux

Experience

Oct2009~present MPC Vancouver, Canada

CG creature artist for the new Zeck Snyder's film, Sucker Punch(2011). still at the Moving Picture Company Vancouver, enjoying all the hard working with all the talented teams of artists.

Jun2009~Oct2009 MPC Vancouver, Canada

CG creature artist for the new Chris Columbus's film, Percy Jackson & the Olympians: The Lightning Thief : joining the Moving Picture Company Vancouver, with their great team of talents, creating CG creatures.

Feb2009~Jun2009

CIS Vancouver, Canada

character modeler for the upcoming Clint Eastwood's film, Invictus(2009): worked with the team of talented artists, creating crucial assets for the CG characters/crowds for the film.

Dec 2008~Jan2009

Viel Planners, Korea

Character Art Tutorial Book writer: teamed up with Jinhyung Kim, wrote a character art tutorial book for Korean readers.

Oct2008~Dec2008

Liquid Development, USA

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 by Summer 2009 (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