

# Julia Hong

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## EXPERIENCE

**Dreamworks Animation tv, Glendale**

**Jan 2019 ~ Dec 2023**

### **Surfacing Artist**

- Responsible for look development character and environment, shading with Vray, creating texture maps using Substance Painter, Designer and Mari.
- Managing outsource works from partner studios including quality control and communicating For artistic and technical direction.

**New Jurassic World (2023)**

**Kung Fu Panda: The Dragon Knight (2022)**

**Dragons: The Nine Realms (2021)**

**Jurassic World: Camp Cretaceous (2020)**

**Fast & Furious: Spy Racers (2019)**

**Duncan Studio, Pasadena**

**Oct 2018 ~ Jan 2019**

### **Texture, Look development Artist**

Responsible for look development character and environment, shading with Arnold, creating texture maps using Substance Painter and Mari

**Lego commercial Halloween special**

**Blizzard Entertainment, Irvine**

**Dec 2016 ~ April 2017**

### **Surfacing Artist**

Responsible for shading environment with Redshift, creating texture maps using Mari

**Hearthstone, Overwatch Cinematics**

**Duncan Studio, Pasadena**

**July 2016 ~ Nov 2016**

### **Texture, Look development Artist**

Responsible for look development character and environment, shading with Arnold, creating texture maps using Substance Painter and Mari

**Minion Mayhem CG animation for Universal studio**

**Rodeofx, Venice**

**June 2016 ~ July 2016**

**Texture Artist**

Responsible for shading environment with Arnold, creating texture maps using Mari

**Fantastic Beasts and Where to find Them (2016)**

**Kelvin Optical (Bad robot), Santa Monica**

**April 2016 ~ June 2016**

**Texture, Look development Artist**

Responsible for shading environment with Renderman, creating texture maps using Mari

**Startrek Beyond (2016),**

**Mousetrappe, Burbank**

**Feb 2015 ~ March 2015**

**Texture Artist**

Responsible for look development character and environment, shading with Arnold, creating texture maps using Mari

**Life of tree, CG animation for Disney World projection**

**Dreamworks Animation, Glendale**

**April 2012 ~ Oct 2014**

**Surfacing Artist**

Responsible for hair and grass grooming with In-house hair tool, look development character and environment, shading with In-house tool, creating texture maps using Mari.

**HOME(2015), ME and MY SHADOW**

**Toonbox Animation, Toronto**

**Feb 2011 ~ Feb 2012**

**Surfacing/Lighting/compositing Artist**

Responsible for hair and fur grooming with Yeti, look development character and environment, shading with Mental ray, creating texture maps using Body Paint, lighting, compositing

***Nut Job(2014)***

**Sony Imageworks, Culver City**

**Dec2008 ~April, 2009**

**Texture Painting Artist**

Responsible for creating photo-realistic texture maps using Body Paint

***Alice in Wonderland(2010)***

**Surfacing Artist**

Responsible for hair and fur grooming with In-house hair tool, look development character and environment, laying out UVs, creating texture maps, shading

**Camelot** (Live Action tv series, **2011**)

**Gnomeo and Juliet** (CG Feature, **2011**)

**Nine** (CG Feature, **2009**)

**Everyone's hero** (CG Feature, **2006**)

**Hoodwinked2** (tv show, **2011**)

**Chop Socky Chooks** (tv show, **2008**)

**SKILL/ SOFTWARE**

**3D** – Maya, Substance Painter, Substance Designer, Houdini, Unreal, Mari, Zbrush, 3D MAX

**2D** – Nuke, AfterEffects, Fusion, Photoshop, Illustrator

**Rendering/Shading** – Vray, Arnold, Redshift, Renderman, Mental ray

**Programming/Scripting Languages** – Python, MEL, HScript

**Operating Systems** – Linux, Mac OS, Windows

**EDUCATION**

**Digital Visual Effects, Sheridan College**

Oakville, ON, Canada, April 2005

**Computer Animation, Sheridan College**

Oakville, ON, Canada, April 2002

**Art fundamental Certificate Program, Sheridan College**

Oakville, ON, Canada, April 2001

**Master of Architecture, Graduate School of Kyonggi University**

Seoul, Korea, Feb 1999

**Bachelor of Science – BS, Nutrition Sciences, Ewha Woman's University**

Seoul, Korea, Feb 1995