

JULIA HONG

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EXPERIENCE

Valiant Games

10/2025 - 01/2026

Environment Texture/Material artist

-Responsible for environment texture/material, scene set up and lighting in Unreal.

Dreamworks Animation tv, Glendale

01/2019 –12/2023, 9/2024 –10/2024

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.

-Mighty Monsterwheelies(2024)

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

10/2018 -01/2019

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

12/2016 -04/2017

Surfacing Artist

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

-Hearthstone, Overwatch Cinematics

Duncan Studio, Pasadena

07/2016 -11/2016

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

06/2016 -07/2016

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

04/2016 -06/2016

Texture, Look development Artist

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

-Star Trek Beyond (2016),

Mousetrappe, Burbank

02/2015 -03/2015

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

04/2012 -10/2014

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

02/2011-02/2012

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

12/2008 -04/2009

Texture Painting Artist

- Responsible for creating photo-realistic texture maps using Body Paint
- Alice in Wonderland*(2010)

Starz Animation, Toronto

05/2005 -01/2011

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 fundamentals, Sheridan College/ Oakville, ON, Canada, April 2001****Master of Architecture, Graduate School of Kyonggi University/ Seoul, Korea, Feb 1999****Bachelor of Science, Nutrition Science, Ewha Woman's University/Seoul, Korea, Feb 1995**