

SOONSOL HONG

LA based 3D Animator who enjoys creating unexpected moments with his humor and storytelling.

soonsol.com
soonsolhong@gmail.com
(323) 533-3437
Glendale, CA

Experience

Joy Score—Character Designer and Animator

SEP 2017–PRESENT | LONG BEACH, CA

Character design and animation for Joy Score, a start-up social media company.

NOMI Studio—VR Animator

MAR 2017–AUG 2017 | SAN GABRIEL, CA

Character animation for Uproot VR, a virtual reality game released on Steam VR in 2017.

Design Festival—VR Animator / Generalist

JUN 2017–PRESENT | CHUNCHEON, SOUTH KOREA (REMOTE)

Freelance VR Animator / Generalist. Created VR experience for 2018 Winter Olympics promotion.

Motion Lit—3D Animator / Generalist

JUN 2016–FEB 2017 | GLENDALE, CA

Reconstructs accident scenes in 3D animation. Creates 3D models, textures, and lighting in addition to animating and editing the final product.

Cartuna—3D Animation Intern

SUMMER 2016 | ATLANTA, GA (REMOTE)

Worked as an Assistant 3D Animator for Glaciestone P.D., a Cartuna original series.

CalArts—CG Character Animation TA

2012 AUG–MAY 2013 | VALENCIA, CA

Worked as a CG Teaching Assistant. Helped answer students questions about animation issues, both technically and artistically.

Studio Mir, Korea—Storyboard Intern

SUMMER 2012

Interned as a Storyboard Assistant on the Legend of Korra (Season 2). Worked closely with the storyboard artists to complete storyboards and animatics.

Awards

CJ Netmarble Game Character Costume Design Competition

2013

2nd place

Skills

Character Animation
Modeling
Rigging
Texturing
Story Boarding
Character Design

Maya
After Effects
Z Brush
Cinema 4D
Photoshop

English (Fluent Speaker)
Korean (Native Language)
Japanese (Fluent Speaker)

Education

California Institute of the Arts, CA

2010–2016

BFA Character Animation

School of Visual Arts, NY

2009–2010

BFA Computer Arts

Sangmyung Univ, Korea

2006–2008

BFA Sculpture

References available on request