

# SSANGHO HONG

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## Experience

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### Wargaming

Senior Character Artist

September 2019 – Current

*World of Tanks (Console)*

- Worked on head, hair, clothe, and prop for over 50 characters while communicating with other artists including animators.
- Responsible for working with outsourcers – provided feedback and assembled characters once they delivered a final model.
- Contributed to creating an efficient and organized pipeline for the creation of all characters.

### Electronic Arts Tiburon

Character Artist (contract)

October 2016 – December 2018

*Madden 20*

- Responsible for the head and clothe in the story mode – scan clean up, uving, baking, texturing and implementing assets into the game engine.
- Used FACS poser to polish facial expressions of the characters in the story mode.

*Madden 19*

- Responsible for the character props in the story mode.
- Created head and hair for the characters while paying close attention to the likeness of the players.

*Madden 18*

- Created hairs for all characters (over 20) in the story mode from creating hair texture, placing haircards to implementing assets into the game engine.

### Turbine, Inc.

Production Artist (contract)

January 2016 – October 2016

*Lord of the Rings Online*

- Hand-painted textures for full sets of armors. Drew concept arts and created 3d armors.
- Polished over 100 different figures in Lord of the Rings Online while paying close attention to proportions.

## Skills

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- Deep knowledge of anatomy & hair
- Clean topology & UV for animation
- Fine Art
- Sculpting & scan cleanup
- Texturing & implementing asset into the engine

## Software

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- Maya
- Max
- Mudbox
- Photoshop
- Substance Painter
- Marvelous Designer
- Zbrush
- Unreal Engine

## Education

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**Academy of Art University**

September 2009 – May 2013

*Concentration: BFA in Animation & Visual Effects*

**Yewon School of Fine Arts**

March 2005 – February 2008