

CHA, HO KYUNG

PORTFOLIO URL - <http://www.hkcha.info/>

Current Address: Osaka-shi, Osaka-fu, Japan, 556-0011 (PLEASE CONTACT FOR FULL ADDRESS)

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OBJECTIVE

Full time 3D Modeling position or freelance job

WORK EXPERIENCE

- Ubisoft** Mar.16 – Present - Osaka, Japan
- **3D artist**
Make Background assets for in game and cut scenes
- Cloudburst Games** Oct.13 – Sep. 15 - Mountain View, CA
- **3D Character/Prop artist**
Modeled the main character and background assets
- Freelance / Part-time Work**
- Y-Book Project**
Designed 3D character animation shots for smart-phone app
- Mim Studio** Sep.12 – Nov.14 -
- **3D Character/Prop artist**
Worked on 3D modeling and UV layout and normal map for the main characters (<https://vimeo.com/112237761>)

EDUCATION

- Academy of Art University** Feb.10 – May.13 (MFA) - San Francisco, CA
Major: 3D Modeling
- Ewha Woman's University** Mar.05 – Dec.08 (BFA) - Seoul, Korea
Major: Sculpture

RELATED TRAINING

- Gnomon School** Apr.14 – Sep. 15 - Los Angeles, CA
- **Creature Modeling and Sculpting**: learned how to create creatures with ZBrush
 - **Hard Surface Modeling II**: learned creating non-organic products for scenes: robots and vehicles
 - **Environment Creation for Games**: learned to build interactive environments for games
 - **Character Creation for games**: learned fundamentals of creating deformable characters
 - **Character sculpture I**: learned creating detailed digital sculptures
 - **Introduction to Unreal Engine**: learned building skills with the Unreal Editor
 - **Props and weapons for games**: learned building props and weapons for game assets

PROJECT

- My Joshua (Animation short film)** Sep.12 – Aug. 14 - San Francisco, CA
- ADAMAS (Thesis project for short VFX subject.)** May.12 – May.13 - San Francisco, CA
Modeled the ice, laid out the UVs and backed displacement map (<https://vimeo.com/65806260#!>)
- Melody (VFX project)** Sept.11 – April 2012 -San Francisco, CA
Participated in 3D modeling, and created UV Layout for the birds in the project

SOFTWARE

Autodesk Maya, Pixologic Zbrush, Marmoset toolbag, Unreal Engine, Xnormal, Keyshot, Quixel nDo2, Autodesk 3Ds Max, Adobe Photoshop, Adobe After Effects, Adobe Premier, Microsoft Office

LANGUAGE & SKILLS

Korean, English, Japanese,

LEADERSHIP & ACTIVITIES

- Gnomon Student Gallery Show 2015** - Los Angeles, CA
- **Video Artist of Samsung Techwin Student Robot Development Group 2009** - Seoul, Korea
- **Class Representative of Sculpture Major at Ewha Alumni Association 2009** - Seoul, Korea
- **Host Sculpture Artist in Korea & China Ceramic Art Exhibition 2007** - Jindezhen, China

HONORS

