

Dong Hyun Kang (3D Environment Artist)

dkang2@andrew.cmu.edu

812-369-5446

<https://www.artstation.com/shawnkang>

EDUCATION

Carnegie Mellon University, Entertainment Technology (ETC), Pittsburgh, PA
Master of Entertainment Technology

May 2020

Indiana University, Media School, Bloomington, IN
Bachelor of Arts in Telecommunication, GPA 3.61/4.00
Major: Design & Production in Telecommunication

August 2012 - May 2018

SKILLS

3D application: Maya, Zbrush, Substance Painter, Substance Designer

Game engine: Unreal, Unity

Coding language: Java

3D technical skills: Modeling, PBR texturing, Stylized texturing, UV mapping, Retopology, Rigging, Animating

ACADEMIC PROJECTS

Building Virtual World, ETC, Pittsburgh, PA

August 2018 – Dec 2018

3D Artist

- Designed creative and interactive virtual worlds as a team of 5 in 2-3 weeks for total 5 rounds
- Created 3D environments which are balanced between technical efficiency and aesthetical quality for untraditional platforms such as HTC Vive, Oculus Rift, Leap motion and Metta II
- Expanded skills in strong communication, collaboration and iteration
- Implemented levels which can stimulate appropriate interest level of guests throughout experience
- Produced realistic 3D assets by going through PBR texturing process in Substance Painter

Forbidden Castle, Bloomington, Indiana

January 2017 – May 2017

Student

- Created 3D oriental castle environment that serves a narrative in Unreal engine with realistic textures
- Designed castle walls, debris, castle gate and other 3D assets with appropriate UV mapping in Maya
- Exported 3D assets from Maya and composited them inside Unreal engine
- Manipulated different light settings and built lights in Unreal engine to lit an environment
- Implemented a map that indirectly controls audience attention
- Set up a sequencer in Unreal engine and rendered a fly-through video of an environment

Limho, Bloomington, Indiana

August 2016 – December 2016

Student

- Produced original 3D character by going through whole 3D character developing pipe line
- Developed a 3D character which fits in Overwatch game world with a detailed background narrative
- Textured a character in Zbrush with various material values and alpha maps
- Lit a finished character with three point light setting in Zbrush
- Exported ambient occlusion, albedo, normal, height, roughness and metallic passes and composited in Photoshop to produce beauty shots.
- Modelled and textured in Zbrush with optimal polygon counts

PERSONAL PROJECTS

IU Animation Short Film Laya, Bloomington, Indiana

August 2017 -May 2018

Lead Environment Artist

- Designed a layout of toy workshop environment for film in Maya and Unreal
- Utilized Maya, Zbrush and Bitmap to create 3D assets for the environment

IU Animation Short Film Final Fantasy, Bloomington, Indiana

January 2017 -May 2017

Animator

- Helped a team to capture motion data in Vicon Motion Capture System
- Cleaned up captured data animation to produce natural animation