

# JULIA HONG

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## EXPERIENCE

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
- Startrek 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 fundamental Certificate Program, 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