

YEON KANG

SURFACING / LIGHTING

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WORK EXPERIENCE

Pixar Animation Studios | Jan 2016 ~ Dec 2016

Character Shading TD

- Cars 3 (2017) : Surfaced car characters including Sterling and Mack. Worked closely with other shading TDs to use the main car shading networks.
- Coco (2017) : Surfaced clothes of main characters in the prologue and over 30 garments for BG characters including variants.

Form & Fiction | *Independent Short Film* | 2015

Freelance Look Development Artist

- Surfaced the main character
- Used Xgen hair system to create the hairs

Wishing Box | *3D Animated Short Film* | 2015

Surfacing Lead

- Surfaced props and main monkey character
- Managed all the project files (Maya files, texture files, etc.) for the pipeline

Knob | *3D Animated Short Film* | 2015

Surfacing Lead

- Surfaced one of main props : Sink

Soar | *Student Academy Award Winning 3D Animated Short Film* | 2014

Lighting and Compositing Lead

- Built lighting rigs for the shots. Worked closely with the director to finalize the entire shots.

Aria for a Cow | *3D Animated Short Film* | 2014

Lighting Artist

- Built lighting rigs to match with concept arts

EDUCATION

Academy of Art University | **B.F.A in 3D Animation & Visual Effects** | 2011- 2015

- Runner Up VFX 3D Texture in 2015 Spring Show

SKILL

Katana | Maya | Mari | Nuke | Mudbox | Photoshop | Zbrush | After Effects | UV Layout
RenderMan | Vray | Mental Ray
Python | Java Script