

YEON KANG

3D ARTIST

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WORK EXPERIENCE

Korea National University of Arts | Feb 2018 ~ Current

K-Arts MR Story Lab Researcher & 3D Generalist

- K-pop Augmented Reality (AR) Project : Worked all the 3D work on the project, including motion capturing, 3D modeling, rigging, animating and texturing. Tested the look with both Arnold(maya), and Unity Shader. Worked closely with a Unity developer.

Pixar Animation Studios | 2016

Character Shading TD

- Cars 3 (2017) : Surfaced car characters and rigged assets 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 & Knob | *3D Animated Short Films* | 2015

Surfacing Lead

- Surfaced props and main monkey character (Wishing Box)
- Managed all the project files for the pipeline (Wishing Box)
- Surfaced one of main props : Sink (Knob)

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.

EDUCATION

Korea National University of Arts | **M.F.A in Interaction Design** | 2018 ~ Current

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 | Unity | RenderMan | Vray | Arnold
Python | Java Script | C#