

Hong, Gil-dong

- e-mail /
- Phone /
- Address /

- Major /
- Minor 1 /
- Minor 1 /

About me

An undergraduate student of Digital Content student seeking a challenging yet rewarding job as an environment artist. A creative with an eye for details, who is willing to accept criticism and good artistic sense with traditional art background.

메모 포함[HHP1]: -It should write Major(1) and Minor(2) separately.

Education

- 2020.00.00 / International Program in Digital Media (Undergraduate)
Petra Christian University, Surabaya, Indonesia

Knowledges

- Aesthetical understanding.
- Visual expression method (Color, rhythm, harmony...).
- Principle of formativeness (proportion, weight...)
- Anatomy, gesture, & facial expressions.

Skills

- Ability to make hard surface, low poly model, retopology, unwrap UV mapping, and lighting rendering.
- Ability to make organic models such as vegetation.
- Ability to paint, make a matte painting for background and create texture for 3D assets
- Ability to make a vector design for textures such as fonts.
- Ability to create texture for 3D assets.
- Ability to arrange the level design, lighting, render and make FX from particles.
- Ability to make a simple animation and video editing.

Work Experience

- 2020.00.00 / Sam Woo Immersion, Busan —Intern in 3D modeler team
-Created various kinds of props from low-poly modeling to texturing.
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Extracurricular Activities

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Functional (Technical) Competencies

- Autodesk Maya, Blender, 3Ds Max
-Ability to create texture for 3D assets.
- Pixologic Z-Brush
- Adobe Photoshop, Clip Studio Paint
- Adobe Illustrator
- Substance Designer, Substance Painter
- Unity 3D
- Adobe Premiere Pro

Awards

- 2020.00.00 / ABRSM Piano Diploma, Kuala Lumpur, Malaysia — ARSM 2019
- 2020.00.00 / International Young Inventors Awards 2015, Jakarta, Indonesia — Gold Medal.