

Hyungwoong Park

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Portfolio Site: <http://www.hyungwoong.com>

Animator/ Rigger

kinocan@gmail.com

Experience

- **WXP Inc., Seattle, USA:** September 2008 – July 2009

Project: **Exod Intervention** (FPS, X-Box360, released in fall 2009), **Animator/ Rigger**

Take responsibility for creating the player in-game and cut-scene animation asset using key frame animation.

Setting up the character and props in Maya for other animators.

Working closely with programmers to trouble-shoot in-game animation/pipeline.

Developing animation tool for animation/pipeline.

- **Weekly magazine MOVIEWEEK, Freelance Contributor:** June 2007 – September 2008

Wrote new issues in film and game industry and upcoming features.

- **Shinsegae Co., Ltd., Visual strategy manager:** January 2001 - July 2003

Produced promotional and educational animations and films.

- **Apple** (Independent 16mm short film), **Director:** August 1999 - February 2000

Directed and collaborated in writing and editing.

Skills

- Ability to manage schedules under tight deadlines
- Exceptional Problem Solving Skills
- Strong knowledge on Character Modeling and Rigging
- Animation Tool developing and Mel scripting
- Strong knowledge on Human Figure and Anatomy
- Motivated team player with demonstrated talent for 3D character animation
- Enthusiastic self-starter who loves to learn new technology and experiment

Education

MFA, Animation & Visual Effects, Academy of Art University, San Francisco, CA, USA

MA, Communication Arts, New York Institute of Technology, New York, NY, USA

Certificate of Filmmaking, 16mm Film Production, Hangyore Culture Center, Seoul, South Korea

BS, Mass Communication, Chung-Ang University, Seoul, South Korea

Honors

Festival Screening: Short Films-Professional, Chicken Soup, '09 Red Stick International Animation Festival

Graduated with honors, New York Institute of Technology, New York, NY, USA

4-year full-time scholarship, *Sulim A*, Chung-Ang University, Seoul, South Korea

Computer Skills

Autodesk 3D Studio Max, Maya, Apple Final Cut Pro, Adobe Premier, Adobe After Effects, Photoshop, Illustrator, Dreamweaver, Flash

Reference

Available upon request