



Donghoon Heo

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British Columbia Canada

WWW: <https://www.hoonimator.com/>

Summary

Ambitious 3D Animator looking for new professional challenge and increasing responsibility. Expert in Maya and learn new applications quickly. Successful at bringing new life to existing characters and environments.

Key Skills

Animation

3D animation, In-game animation, hand key animation, 2D animation, pre-visualization, storyboard

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Technical Tools

Maya, Unreal Engine 5, Photoshop, Premiere, Toon Boom Harmony, After Effects

Education

Bachelor of Arts

Academy of Art University
San Francisco, CA
Animation & Visual Effects, 2023

Accomplishments

Spring Show 2023

- Winner, Realistic animation

Experience

Freelance

3D Animator | Remote 01/2023 to Current

- Utilized Maya and Unreal Engine 5 to produce high-quality, realistic character animations for various projects.
- Conducted pre-visualization to map out scenes and animations, ensuring a clear vision before full production.
- Managed projects effectively, participating in client meetings to align animation work with client vision and expectations.

Skills: Maya, Unreal Engine 5, 3D Animation, Pre-visualization

LOCUS

3D Animator | Seoul, Korea 01/2019 to 01/2021

- Contributed to high-profile projects including Final Fantasy Brave Exvius, Lineage2 Revolution, Blade & Soul 2, Tianyu, Onmyoji, Steel Rain 2, and various TV commercials, delivering high-quality cinematic animations.
- Created realistic, high-quality hand key 3D animations and pre-visualizations from storyboards for game cinematics and TV commercials.
- Worked closely with directors to create high-quality scenes that exceed expectations and engage audiences, ensuring alignment with their vision.
- Developed 3D animated scenes for clients to visualize their movies before filming, aiding in the planning and production process.

Skills: 3D Animation, Hand Key Animation, Pre-visualization, Storyboard Interpretation, Collaborative Work with Directors, High-Profile Project Experience