



# Donghoon Heo

heohoon16@gmail.com

British Columbia Canada

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

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## 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.

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## Key Skills

### Animation

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

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### Technical Tools

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

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## Education

### Bachelor of Arts

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

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## Accomplishments

Spring Show 2023

- Winner, Realistic animation

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## 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

### MwonderLab Studio

*Software Developer | Remote 10/2023 to 03/2024*

- Developed a painting software, utilizing C++, DirectX, OpenCV, and ImGui.
- Enhanced core algorithm performance by implementing supervised machine learning techniques.