

Joon Yang

Character Animator

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Objective

Studying and Developing skills in 3D Animation

Education

BFA in 3D Animation (Academy of Art University)
Completed 'Pixar 1' w/ Stephen Gregory & Billy Merrit
Completed 'Pixar 2' w/ Adam Burke & Mike Wu

Work Experiences

- ~ Working as a Contract Animator at '**Sony (SCEA) San Diego**' (Sep 08' – Now)
Project: In-Game Cinematic ; Mo-Cap Enhancement for '**Uncharted 2**'

- ~ Worked as a Contract Animator at '**Activision/Treyarch**' (March 08' – Sep 08')
Project: In-Game Cinematic & AI ; Mo-Cap Enhancement & Facial for '**007: Quantum of Solace**'

- ~ Worked as a Contract Animator at '**Technicolor**' (August 07' – March 08')
Projects: In-Game Cinematic ; Key Frame for '**Hostage Siege**'
In-Game Cinematic ; Mo-Cap Enhancement for '**Uncharted**'
In-Game Cinematic ; Mo-Cap Enhancement for '**Ballers**'
In-Game Cinematic ; Key Frame for '**Line Riders**'
In-Game Cinematic ; Mo-Cap Enhancement for '**Gears of War 2**'

- ~ Worked as a Freelance Animator at '**DamnFX**' (March 07' – July 07')
Project: In-Game Cinematic ; Key Frame for '**Halo 3**'

Media Skills

Well round skill in Maya, Photoshop, 3D Studio Max, Motionbuilder, Premier & After Effects

Other Skills

Language spoken: Korean & English
Sports: Golf, Pool, Basketball, Baseball, Bowling, Skiing.