

Contact

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Top Skills

Maya / ZBrush / Photoshop /
Substance Painter / Unity

Education

Academy of Art University
MFA 3D modeling major

Danny Shinwoong Kang

Experience

Suning R&D Center USA Senior 3D Artist
2017 - 2019

Project: Suning Anywhere/ Magic Runway./Style Wall/Suning World

As a Sr 3D Artist, I made the most important and complicated 3D assets for AR projects. Team rely on me to make high quality 3D assets and I improve the performance of our team members and raise the overall team artwork quality.

MZ Senior 3D Artist
2016 - 2017

Project: Game of War / Mobile Strike / Final Fantasy

There were 3 ios game projects was ongoing at the same time and I handle all 3D assets such as character, creature,environment and lighting also 2D retouching work was required to me sometimes.

Digital Domain 3.0 VAD Artist
2016 - 2016

Project: Ready Player One / KungFu Panda

I made 3D character and prop model for VR experience for film.

Naked Sky Entertainment Art Director
2015 - 2016

Project: Scrap Force / Muvio

As an Art Director, I made 2D art (concept art,Promotional marketing art) and 3D(models, textures, and other benchmark assets with art direction)

Robotoki Sr Character Artist

2013 - 2014

Project Title: Human Element

It was startup company and I had to setup base character. I made main character, blendshape, hair, texture for first standard 3D model also scan data clean-up/re-sculpting/re-topology work was important work.

Digital Domain

2012 - 2012 **Digital Artist**

Project Title: IRON MAN 3 (Film)

I made one of main suits for film Ironman3 (Mark 40, Stealth Suit, Space Suit)

Kung Fu Factory Sr Character Artist

2011 - 2012

Project Title: Girl Fight / Spartacus

I made all game character's 2D concept art and made 3 main characters for girl fight and made armor 3D model for Spartacus

Electronic Arts Character Artist

2010 - 2011

Project Title: The Sims Medieval

I made character (and hair) model and texture.

Pupptar Studios Character Artist (freelancer)

2007 - 2009

Project Title: Quake Wars Online Cinematic and more commercial CG.

I made 3D character, prop and some concept art for game cinematic, film and commercial in Korea.