



# kwangho myung

## 3d character artist

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Pasadena, CA

### Career Goal:

To create and illustrate storytelling narratives that evoke meaningful and emotional responses.

## personal interests

- Competitive Gaming
  - Current favorites:
  - DotA 2
  - PlayerUnknown's Battlegrounds
- Film
  - Current favorites:
  - Pan's Labyrinth
  - Princess Mononoke
- Animals, especially Deep Sea Creatures
- Snowboarding
- Game Development/Storytelling

## education

### Art Center College of Design - Pasadena, CA 2014-2018

- Bachelor of Fine Arts
- Illustration (Entertainment Arts)

### Kazone Art Academy - Irvine, CA 2012-2014

- Entertainment Design program

### Boston University - Boston, MA 2010-2012

- Mechanical Engineering (2 terms)
- Computer Science (1 term)

## work experience

### Echoes of my Soul - Game Developer/Illustrator 2017-2018

- An on-going production of a narrative video game experience.
- In charge of the entire developmental pipeline including narrative, illustrations, animations, game design, and gameplay.

### The Golden Man (Temporary working title) - Concept Artist 2016

- Independent film directed by Merlin Camozzi. Set to be released 2018.
- Worked as a concept artist world building, and creating 2D assets for VFX production.

### LearnDistrict - Keyframe Artist/Illustrator 2014

- Worked on character designs, illustrations, card art, and keyframe animations for LearnDistrict's educational game, *Penguemic*.

## software

Photoshop



Zbrush



Maya



Illustrator



After Effects



TopoGun



Substance Painter



## native languages

- English
- Spanish
- Korean