

## Contact

andrewh151@hotmail.com

[www.linkedin.com/in/andrewhwang](http://www.linkedin.com/in/andrewhwang)  
(LinkedIn)

[www.artstation.com/andrewhwang](http://www.artstation.com/andrewhwang)  
(Personal)

## Top Skills

Modeling

Texturing

Texture Artist

# Andrew Hwang

Manager, 3D Bitmoji at Snap Inc.  
Redondo Beach, California

## Summary

My name is Andrew Hwang, born in Philadelphia, PA. I am a 3D artist focusing on modeling, concept creation, and texturing.

I have been doing art all my life and moved out to California in 2006 to pursue my career and have been involved in video games and feature films ever since.

Feel free to see more at:

<http://www.andrewhwang.com/>

<https://www.artstation.com/artist/andrewhwang>

IMDB:

[http://www.imdb.com/name/nm2782981/?ref\\_=fn\\_al\\_nm\\_2](http://www.imdb.com/name/nm2782981/?ref_=fn_al_nm_2)

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## Experience

Snap Inc.

3 years 1 month

Manager, 3D Bitmoji at Snap Inc.

October 2018 - Present (1 year 7 months)

Santa Monica California

Lead Modeler, 3D Bitmoji at Snap Inc.

April 2017 - October 2018 (1 year 7 months)

Santa Monica, California

Lead 3D modeler for Snap Inc.'s augmented reality platform.

- Managed a modeling team of 5 artists + contractors that helped bring to market Snap Inc's 3D Bitmoji
- Worked closely with other teams in Snap including Engineering, Marketing, Partnerships, Events, and Camera Platform to work on various AR related projects and experiences

## The Third Floor, Inc.

### Senior Modeler for VR Development and Film

February 2015 - April 2017 (2 years 3 months)

Greater Los Angeles Area

Title: Raising a Rukus (2016) - Directed by: Joshua Wassung

Position: Modeling Supervisor

Title: The Martian VR Experience (2015) - Directed by: Robert Stromberg

Position: Modeling Lead

#### Responsibilities :

- Managing a team of 5-8 artists.
- Working closely with Director, Art Director, Animation Lead, Rigging Lead, FX Lead, Shading Lead, and Producers.
- Weekly Director presentations and reviews.
- Working with Production on aggressive and tight deadlines.
- Artist training for Unreal, Perforce (P4V) and custom pipeline tools.
- Documenting modeling, texturing, and UV workflows and setting standardized practices.
- Maintaining quality assurance of assets.
- Asset prioritization, tracking, and delegation
- World building in Unreal Engine 4 for VR.
- Working with pipeline team to develop new tools.

## Four Lights

### Modeling Supervisor

November 2014 - December 2015 (1 year 2 months)

Las Vegas, Nevada Area

Lead Modeler and 3D concept artist for Tower Defense game project.

#### Responsibilities included:

- Working closely with Art Director, Animation Lead, Rigging Lead, and FX Lead.
- Modeling pipeline production.
- Modeling, UV layout, and Texturing all major hero assets. Including Weapons, Creatures, and Environments.
- Managing a team of 3 artists.
- Maintaining strict deadlines.
- Producing previz for the projects overall look and feel, and game play elements.

- Assembling art assets in Unity 4.55.
- 3D product rendering.
- Rapid 3D concept creation.
- Building digital construction layout for our E3 2014 booth.

## Mirada Studios

### Lead Modeler

January 2015 - February 2015 (2 months)

Marina Del Rey, CA

Lead Modeler for Disney Epcot Harvest Festival Commercial

Responsibilities included:

- Modeling, UV layout, and texturing 6 characters in 2 weeks along with modeling various environment and prop assets.
- Re-adjusting models and prop staging for Shot Artists based on Director reviews.
- Blendshapes for characters.
- Prepping models in unique fashion for VFX department to use for particle / simulation tests.
- Re-topologizing scan data.

## GamecoStudios

### 3D Modeler | Texture Artist (Freelance)

December 2014 - February 2015 (3 months)

Paris Area, France

Tom Clancy's Ghost Recon - Wildlands: Ubisoft (2017)

## The Third Floor

### Head of Modeling

November 2007 - November 2014 (7 years 1 month)

Greater Los Angeles Area

Responsibilities :

- Managing a team of 3-12 artists.
- Working closely with Directors, Art Directors, Production Designers, Concept Artists, Head of Animation, Head of Rigging, Head of Pipeline, and various producers.
- Regular Director presentations and reviews.
- Working with Production on aggressive and tight deadlines.
- Asset prioritization, tracking, and delegation

- Artist training for 3D modeling, texturing, UVs, lighting, and custom pipeline tools.
- Asset database management
- Working with pipeline team to develop new tools with feedback.

- Film -

- Poltergeist: Tobe Hooper (2014)
- Teenage Mutant Ninja Turtles: Jonathan Liebesman (2014)
- The Amazing Spider-Man 2: Marc Webb (2014)
- Robocop: Jose Padilha (2014)
- The Last Witch Hunter: Breck Eisner (2014)
- Hercules: Brett Ratner (2014)
- Edge of Tomorrow: Doug Liman (2014)
- Maleficent: Robert Stromberg (2014)
- X-Men Days of Future Past: Bryan Singer (2014)
- Jack the Giant Slayer: Bryan Singer (2013)
- Oz the Great and Powerful: Sam Raimi (2013)
- The Avengers (2012)
- The Twilight Saga Breaking Dawn Part 2: Bill Condon (2012)
- Total Recall: Len Wiseman (2012)
- Journey 2: Brad Peyton (2012)
- Men In Black 3: Barry Sonnenfeld (2012)
- Battleship: Peter Berg (2012)
- X-Men First Class: Matthew Vaughn (2011)
- Thor: Kenneth Branagh (2011)
- Smurfs: Raja Gosnell (2011)
- Mars Needs Moms: Simon Wells (2011)
- I Am Number Four: DJ Caruso (2011)
- Conan: Marcus Nispel (2011)
- Iron Man 2 (2010)
- Alice in Wonderland (2010)

- Video Game Cinematic -

- Lichdom: Battlemage: Maximum Games (2014)
- Lords of the Fallen: Ubisoft (2014)
- Diablo III: Blizzard (2012)
- Tekken Tag Tournament 2: Namco (2011)
- StarCraft II: Blizzard (2010)
- Command and Conquer 4 Tiberium Twilight: Electronic Arts (2010)
- DJ Hero: Activision (2009)

Resident Evil 5: Capcom (2009)

Command and Conquer Red Alert 3: Electronic Arts (2008)

- 3D Theme Park Ride -

Fast & Furious: Supercharged 3D @ Universal Studios, CA (2015)

Despicable Me: Minion Mayhem 3D @ Universal Studios, CA (2012)

The Culver Studios

Layout Artist Supervisor

June 2008 - January 2009 (8 months)

Culver City, CA

Alice in Wonderland : Tim Burton (2010)

Black Sun Entertainment

Modeling Supervisor

August 2007 - August 2008 (1 year 1 month)

Greater Los Angeles Area

Azureus Rising : David Weinstein (2010)

20th Century Fox

Layout Artist / Modeler

September 2007 - November 2007 (3 months)

X-Men Origins: Wolverine: Gavin Hood (2009)

Liquid Development

3D Modeler | Texture Artist (Freelance)

January 2007 - September 2007 (9 months)

Responsibilities: Creating High Res meshes, Low Poly in game meshes, producing normal maps, ripping UV's and texturing models.

Blue Omega - Damnation

Gearbox - Brothers In Arms : Hell's Highway

Harmonix - Rockband

House of Moves

Character Modeler

June 2007 - July 2007 (2 months)

motion capture society

Character Modeler

February 2007 - February 2007 (1 month)

Character Modeler

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## Education

Full Sail University

Bachelors of Science, Computer Animation · (2004 - 2006)

The Art Institutes

Game Design, Art History, Traditional Drawing, Mixed Media,  
Storyboarding · (2002 - 2004)