

STEVE HONG

ENVIRONMENT ARTIST

STEVENHONGART.COM
LOS ANGELOS, CA, USA
STEVEHONG1995@HOTMAIL.COM
(630)328-3370

WORK EXPERIENCE

ENVIRONMENT ARTIST, RESPAWN ENTERTAINMENT, MAY 2018 - PRESENT

ENVIRONMENT ARTIST ON STAR WARS FALLEN ORDER

- CREATED ORGANIC ASSETS FOR VISUAL DEVELOPMENT, CREATION, AND IMPLEMENTATION
- IN GAME AND CINEMATIC MODELING, PBR TEXTURING, AND CREATION OF ENVIRONMENT ASSETS, TEXTURES, FOLIAGE, AND PROPS
- CREATED COMPLEX SHADERS AND MATERIALS FOR IN GAME/ CINEMATIC ENVIRONMENTS
- COORDINATED WITH DESIGNERS AND OTHER ARTISTS TO BRING LEVELS TO COMPLETION
- MAINTAINED QUALITY AND PERFORMANCE THROUGHOUT MULTIPLE LEVELS

ENVIRONMENT ART INTERN, INSOMNIAC GAMES, MAY-AUG 2017

ENVIRONMENT ARTIST ON SPIDERMAN PS4

- CREATED 3D CONTENT WHILE WORKING CLOSELY WITH OTHER ENVIRONMENT ARTISTS, DESIGNERS, AND DIRECTORS ON SPIDERMAN PS4
- COLLABORATED WITH A CREATIVE TEAM BUILDING ENVIRONMENTS WITHIN MISSIONS AS WELL AS OPEN WORLD
- MODELED AND TEXTURED ASSETS RANGING FROM PROPS TO MODULAR KITS AND INTEGRATED IN GAME
- COORDINATED WITH DESIGNERS TO HELP CREATE LEVEL LAYOUTS THROUGH CERTAIN MISSIONS
- CREATED 'PREFAB'(INSTANCED GROUP OF ASSETS) USING ASSETS FROM LIBRARY

EDUCATION

RINGLING COLLEGE OF ART AND DESIGN, SARASOTA, FL

BFA IN GAME ART AND DESIGN , GAME ART, MAY 2018

NAPERVILLE CENTRAL HIGHSCHOOL, NAPERVILLE, IL

HIGHSCHOOL DIPLOMA, MAY 2014

SKILLS/ SOFTWARE

- PROFICIENT KNOWLEDGE WITH UNREAL ENGINE 4, AUTODESK MAYA, ZBRUSH 4R8, 3D-COAT, SUBSTANCE DESIGNER, SUBSTANCE PAINTER, ADOBE PHOTOSHOP, XNORMAL, CRAZYBUMP, NDO2, PERFORCE, ADOBE PREMIERE, SPEEDTREE, WORLD MACHINE, MARVELOUS DESIGNER, IVY GEN, MICROSOFT OFFICE

AWARDS

- INTERVIEW ARTICLE BY 80 LVL ON FOREST RUINS. "SEARCHING FOR ATMOSPHERE IN 3D SPACES"
- INTERVIEW ARTICLE BY 3D WORLD MAGAZINE ON "ENVIRONMENT MODELING TIPS AND TECHNIQUES"
- RINGLING COLLEGE OF ART AND DESIGN GOLD AWARD WINNER FOR "PROTEGE"
- RINGLING COLLEGE OF ART AND DESIGN, 2015,2016,2017 MULTIPLE PROJECTS SELECTED FOR BEST OF RINGLING EXHIBITION
- ENVIRONMENT SELECTED AND SHOWN AT GDC 2015, 2016, 2017, SAN FRANCISCO, BY RINGLING COLLEGE OF ART AND DESIGN