

Contact

www.linkedin.com/in/wu-gene-hong-86a38b89 (LinkedIn)
www.artstation.com/artist/wugenehong (Portfolio)

Top Skills

Art
Digital Illustration
Microsoft Office

Languages

Korean (Limited Working)
English (Native or Bilingual)

Publications

The End

Wu-Gene Hong

Concept Artist, Hard Surface Weapons Artist at Facebook
Seattle, Washington, United States

Summary

Skills:

- 1) Adobe Photoshop CC
- Painting, Editing, Texture, Compositing, Map Generation
- 2) Autodesk Maya
- 3D Modeling (Hard Surface/ Organic/ Architecture), UV, Lighting, Rendering
- 3) Pixologic ZBrush
- 3D Sculpting (High Poly), Painting, Lighting, Rendering
- 4) Substance Painter
- Texture, Lighting, Rendering, Map Generation
- 5) KeyShot
- Texture, Lighting, Rendering, Map Generation

Portfolio Links:

<https://www.artstation.com/wugenehong>

Experience

Meta

Concept Artist, Hard Surface Weapons Artist
September 2021 - Present (1 year 8 months)
Seattle, Washington, United States

Activision

Concept Artist - Call of Duty
September 2020 - September 2021 (1 year 1 month)
Santa Monica, California, United States

Sucker Punch Productions

Environment Artist - Ghost of Tsushima
February 2020 - September 2020 (8 months)
Bellevue, Washington

Big Much Productions

Freelance Concept Artist

April 2019 - September 2020 (1 year 6 months)

Greater New York City Area

Provide concept arts for an upcoming project ranging from:

- Character
- Prop
- Vehicle
- Environment

Apple

1 year 9 months

Technical Support

November 2018 - February 2020 (1 year 4 months)

Specialist

June 2018 - February 2020 (1 year 9 months)

Bellevue

8th Shore, Inc.

3D Artist (Hard Surface, Environment, Character, Vehicle, Prop)

October 2017 - May 2018 (8 months)

Redmond

Provided 3D environment layout, architecture structure, and props

DigiPen Institute of Technology

Lead Teacher, Project Fun

June 2015 - July 2017 (2 years 2 months)

Digipen Insititute of Technology

Managed curriculum teams and taught multiple tech classes

Reluctant Koala LLC

Lead Artist

January 2014 - April 2017 (3 years 4 months)

Providing conceptual character/ vehicle designs, and environmental artworks

NYC Department of Citywide Administrative Services

Customer Service Technician Support

September 2012 - May 2014 (1 year 9 months)

Manhattan, New York

Providing customer service and maintaining all technical workstations throughout the office

University of Washington

Freelance Illustrator

May 2013 - December 2013 (8 months)

Seattle

Illustrated 20 pages for graphic novel for the University of Washington Medical Division

College Pro

Assistant Manager

May 2012 - September 2013 (1 year 5 months)

Lynnwood, Washington

Assisted in the scheduling and planning of appointments of customers, and interior and exterior residential and office buildings

Padraic Entertainment

Concept Artist, Storyboard Illustrator

January 2013 - June 2013 (6 months)

Manhattan, New York

Storyboard artist/ Illustrator for graphic novel "The End"

Ferrell

Freelance Illustrator

September 2012 - May 2013 (9 months)

Brooklyn, New York

Designed illustrations and logos for an independent clothing business

Seattle Pacific University

Video Technician

September 2009 - June 2011 (1 year 10 months)

Seattle, Washington

Responsible for the recording and streaming of all sports activities/ games for the Seattle Pacific University Falcons

A.D. Shapiro Architects

3D Modeler

January 2009 - June 2009 (6 months)

Edmonds, Washington

Created 3D models of residential and office buildings using Maya and traditional materials

Puget Sound Blood Center

Customer Service

January 2009 - June 2009 (6 months)

Lynnwood, Washington

Provided front desk customer service to the patients

Education

Digipen Institute of Technology

Master's Degree, Digital Arts · (2015 - 2017)

School of Visual Arts

Bachelor's degree · (2011 - 2014)

Seattle Pacific University

Bachelor's Degree, Illustration · (2009 - 2011)

Kings High School

· (2005 - 2009)