

# SUNGWON.MOON

3D Artist

moon-scape.com

3609204415

aspiring creative artist for 2D and 3D mediums

## Experience

### Super Sprowtz

3D Intern (2015)  
concept, modeling, texturing, rigging, animation, lighting, rendering

Designed and developed 3D characters based off of puppets.  
Total 10 characters from concept to finished rig with textures.

### Virtual Construction Lab of Schüco

Assistant Animator (2016-2018)  
Senior CG Generalist (2019)  
modeling, texturing, rigging, animation, lighting, rendering, comp

Creating animations for building projects and facade/window/door systems. Developing virtual reality sets and assets for demonstrating system and structure attributes.

## Projects

### Satellite (Short Film)

Director (2016-2017)  
modeling, texturing, rigging, animation, lighting, rendering, comp

### Runaway Plane (Short Film)

Animator (2016)  
animation

### Don't Talk to Strangers (Short Film)

Animator (2016)  
animation

## Education

### School of Visual Arts

BFA Computer Art  
2012-2016

## Skills

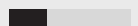
### Autodesk Maya



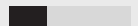
### Substance Painter



### Substance Designer



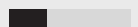
### Marvelous Designer



### Zbrush



### Mari

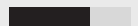


### Nuke



### Adobe

Photoshop, Illustrator, After Effects,  
Premiere, Indesign



### Unreal Engine 4

