

► Kendrick Hong

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Objectives

To be the best 3d environment artist by being part of a company that makes great games.

Experience

Aftermath: Asset artist

09/2008– 11/2008

Modeled, textured, and unwrapped assets for the underground subway section of the game. Made sure that all assets that I made met the parameters of the engine.

Killing Time: Character artist

12/2009- 02/2009

Modeled, textured, and unwrapped the main grunt enemy for the game. Made sure that all assets that I made met the parameters of the engine. Also modeled the character so that it can be rigged properly.

Exodus: Asset artist

12/2010- 03/2010

Modeled, textured, and unwrapped assets for the Dam section of the game. Made sure that all assets that I made met the parameters of the engine.

Skills

Expert in using 3d programs such as:

3ds Max

Maya

Z-brush

Unreal Engine

Education

Arts Institute of California - Los Angeles:

Bachelor in Game Art and Design

