
Soo Yun Jang

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Objective :

Position as a Character Animator

Work Experience :

Dec 2007 ~ Present

Sucker Punch (Bellevue, WA)

Charactor Animator for the game **Infamous**

Education :

Sep 2003 ~ August 2007

Academy of Art University : Master of Fine Art in Computer Animation

Mar 2001 ~ Feb 2003

Kyonggi University : Bachelor of Science in Mathematics

Mar 1996 ~ Feb 2001

Kwandong University : Electronic, Information Engineering

Award :

2008 Short Film 'Street Musician'

Landlocked Film Festival : Best Animated Film

Los Angeles International Children's Film Festival : Official selection

Southern Winds Film Festival : Official selection

Hermosa Short Film Festival : Official selection

Califonia International Animation Festival : Official selection

HDFEST Los Angeles : Invitation

Standing Rock International Short Film Festival : Invitation

2002 3D Contents Competition

Prize in 3D Illustration

Skills :

Comprehensive knowledge of 2D and 3D animation.

Full biped FK-IK switchable rig.

Hair and Cloth Dynamic simulation.

Polygon and Nurbs Modeling

Software :

3D Modeling & Animation : Maya

2D Illustration : Photoshop, Illustrator

Digital Editing : Premiere, After Effect