

**Andrew Hwang | 3D Artist**  
**Film | Virtual Reality | Video Game | Concept Design**

[www.andrewhwang.com](http://www.andrewhwang.com)  
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**The Third Floor ( Los Angeles, CA )**

Feb 2015 - Present

**Position : Modeling Supervisor for VR Development and Film**

**Title : Undisclosed Family Oriented Steven Spielberg VR Project**

**Title : The Martian VR Experience**

Responsibilities :

- Managing a team of 5-8 artists.
- Documenting modeling workflows.
- Artist training for Unreal, Perforce and custom pipeline tools.
- Asset prioritization, tracking, delegating.
- World building in Unreal Engine 4.
- Weekly Director presentations and reviews.
- Working with production with aggressive and tight deadlines.
- Working with pipeline team to develop new tools.
- Working closely with Director, Art Director, Animation Lead, Rigging Lead, FX Lead and Producers.

**Mirada ( Los Angeles, CA )**

Jan 2015 - Feb 2015

**Position : Lead Modeler**

**Title : Disney Epcot Harvest Commercial**

Responsibilities :

- Modeling, UV layout, and texturing 6 characters in 2 weeks along with modeling various environment and prop assets.
- Re-topologizing scan data.
- Prepping models in unique fashion for VFX department to use for particle / simulation tests.

**Four Lights ( Las Vegas, NV )**

Nov. 2013 – Nov. 2014

**Position : Modeling Supervisor**

**Title : Defenders of Time (Unity Engine) Tower defense based game developed for PC released on Steam.**

Responsibilities :

- Managing a team of 3-5 artists.
- Asset prioritization, tracking, and delegation duties.
- Artist Training.
- Working closely with other Heads of Department, Art Director, and QA team.
- 3D product rendering, advertisement.
- 3D modeling of company E3 booth built to physical construction measurements.

**The Third Floor ( Los Angeles, CA )**

Nov. 2007 – Nov. 2013

**Position : Head of Modeling and Asset Pipeline Creation**

- Film -

**Teenage Mutant Ninja Turtles** : Jonathan Liebesman

**Robocop** : Jose Padilha

**Hercules** : Brett Ratner

**Edge of Tomorrow** : Doug Liman

**Maleficent** : Robert Stromberg

**X-Men Days of Future Past** : Bryan Singer

**Jack the Giant Slayer** : Bryan Singer

**The Twilight Saga Breaking Dawn Part 2** : Bill Condon

**Total Recall** : Len Wiseman

**Oz the Great and Powerful** : Sam Raimi

**Journey 2** : Brad Peyton

**Men In Black 3** : Barry Sonnenfeld

**X-Men First Class** : Matthew Vaughn

**Thor** : Kenneth Branagh

**Smurfs** : Raja Gosnell

**Iron Man 2** : Jon Favreau

**I Am Number Four** : DJ Caruso

**Battleship** : Peter Berg

**Conan** : Marcus Nispel

**X-Men Origins Wolverine** : Gavin Hood

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- *Video Game Cinematic* -  
**Tekken Tag Tournament 2** : *Namco*  
**Diablo III** : *Blizzard*  
**StarCraft II** : *Blizzard*  
**Command and Conquer 4 Tiberium Twilight** : *EA*  
**Command and Conquer Red Alert 3** : *EA*  
**DJ Hero** : *Activision*  
**Resident Evil 5** : *Capcom*

**Marvel Studios ( Manhattan Beach, CA )**

Jan. 2009 – Feb. 2009

**Position : Modeler / Texture artist / Layout Artist**  
- *Film* -  
**Avengers** : *Joss Whedon*  
**Iron Man 2** : *Jon Favreau*  
**Thor** : *Kenneth Branagh*

**Culver Studios ( Culver City, CA )**

Jun. 2008 – Jan. 2009

**Position : Modeler / Texture artist / Layout Artist**  
- *Film* -  
**Alice in Wonderland** : *Tim Burton*

**Black Sun Ent. ( Los Angeles, CA )**

Sept. 2007 – Nov. 2007

**Position : Modeling Supervisor**  
- *Film* -  
**Azureus Rising** : *David Weinstein*

**Liquid Development. ( Portland, OR - remote from Los Angeles, CA )**

Jan. 2007 – Sept. 2007

**Position : Modeler / Texture Artist**  
- *Video Game* -  
**Damnation** : *Blue Omega*  
**Brothers In Arms Hell's Highway** : *Gearbox*  
**Rockband** : *Harmonix*

**Education :**

**Full Sail University ( Orlando, FL )**

Jan. 2004 – Sept. 2006

Bachelors of Science, Computer Animation

**Honors & Awards :**

Featured Front Page on CGSociety.org - *2006 modeling reel* Jan. 2007  
Featured Gallery on ZbrushCentral.com - *2006 modeling reel* Jan. 2007  
Course Director's Award - *Demo Reel Creation Class for outstanding work ethic* Sept. 2006  
Course Director's Award - *Computer, Math and Internet Class for advanced achievement* Aug. 2005

**Skill set :**

- Art Directing
- 3D Concepting
- Environment Layout
- High Res Modeling
- Low Res Modeling
- UV Mapping
- Texturing
- Map baking
- Lighting
- 3D Product Rendering
- 3D Printing
- Architectural Modeling
- Basic Rigging
- Basic Shader Creation

**Software Proficiency :**

- Autodesk Maya
- Autodesk Mudbox
- Pixologic Zbrush
- Adobe Photoshop
- Unreal Engine 4
  - Unity 4.6
  - Perforce
  - SVN
  - Jira
- Substance Painter
- Marmoset Toolbag
- Luxion Keyshot