

ALEX HA

CGI ARTIST

A technically inclined computer graphics artist with a wide range of production experience in 2D (traditional animation) and 3D (CGI) productions- ranging from television animation to mobile gaming. Modeled, shaded, textured, rigged and composited main 3D assets for major franchises from Disney, Cartoon Network, Nickelodeon, Fox, and Warner Brothers. Helped direct a team of 3D artists while researching and integrating new software and processes into production pipeline- increasing productivity and delivering on tight television deadlines. Asset Creation for mobile and Facebook gaming hits such as Battle Pirates.

SOFTWARE



LANGUAGES

Fluent Korean
Basic Spanish
Intermediate MEL
Intermediate HTML
Basic PHP, CSS, Java

EDUCATION

2005-2007 Academy of Art University, San Francisco CA
MFA in 3D Games Modeling/ Texturing

1997-2002 University of California Davis, Davis CA
Bachelor of Science in Visual Communication
Minors in Art studio, Asian American Studies
Graduated with Outstanding Contribution to Design Award

KIXEYE

6/2016 - PRESENT

San Francisco, CA

- **Senior 3D Artist:** Concepting, Modeling, and texturing main art assets for Battle Pirates franchise- ranging from low to high resolution in-game and pre-rendered assets. Assisted in art direction and revisions for outsourced as well as onsite team artists. Assisted in managing overseas outsource art team. Teaching and training team in tools and R&D in new program/tool usage. Establishing pipelines that speed production and improve art quality

ROUGH DRAFT KOREA

4/2009 - 7/2014

Seoul, South Korea

- **Lead 3D Modeler:** 1 Of 3 CG leads managing a team of 20+ 3D artists (animators / composers / modelers) working on titles including: The Simpsons, Family Guy, SpongeBob SquarePants, Adventure Time, Gravity Falls, Scooby Doo, Ben10, Sym-Bionic Titan, Phineas & Ferb, Loony Tunes, Green Lantern, and Uncle Grandpa. Created 3D assets maintaining 2D animation art target for major animated franchises on a television production schedule. Created novel methods of shading, texturing, and lighting as well as rigging modeled characters and props for animation.
- **Production/ Translation:** Scheduled Modeling production time frames. Lead modeling team with artistic and technical supervision and research. Corresponded with overseas (U.S.) clients on behalf of the 3D department, senior level production and directors.
- **General IT / computer technician:** Deployed and integrated render farm servers. Setup 20+ team workstations with OS, software, and supplemental production tools.

CINEMATICO

5/2008 - 12/2008

San Francisco, CA

- **Lead 3D Character modeling/texturing:** Cartoon Network's/ Adult Swim "Xavier Renegade Angel" show. Created original low poly designs for characters along with props from ground up - averaging 15 characters a week. 150+ Characters, many of which requiring unique morphers, on a television production schedule. Problem solving with budget and time constraints for effects and dynamics.
- **Associate 3D Character modeling/texturing:** Activision "Monster's Vs. Aliens" video game cinematic. Converted, cleaned and remodeled original nurbs feature film models into riggable poly models as well as UV map and texturing / shading. Modeled new characters for game cinematic use. Collaborated with other artists to find efficient pipeline for above. Recreated subsurface scattering skin shaders and procedural materials to match original film's art target.
- **General IT / computer technician:** Deployed and integrated 80 CPU render farm and 50+ workstations with OS, software, and supplemental production tools.

HEARTWOOD STUDIOS

10/2007 - 3/2008

San Ramon, CA

- **3D modeler / texturing. Graphic designer:** 3D hard surface modeling, shading, and texturing for architectural designs and aerospace demos. 3D Asset creation for real-time military training tools. Graphic design layouts and brochures for aerospace/ defense as well as architectural projects.
- **General IT / computer technician:** Maintained and redeployed workstations. Helped troubleshoot data bottlenecks and network problems.

