

MICHAEL HONG

Address: United States/Canada

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PUBLISHED GAMES/GAMES CREDITED

- Call of Duty: WW II
- Call of Duty: Infinite Warfare DLC 3
- Call of Duty: Infinite Warfare DLC 2
- Call of Duty: Infinite Warfare DLC 1
- Call of Duty: Infinite Warfare
- Far Cry Primal
- Assassin's Creed Chronicles
- Assassin's Creed Unity
- Splinter Cell: Blacklist
- Dead Space 3
- Dead Space 2
- Dead Space 2: Severed DLC content pack
- Dead Space 2: Multiplayer DLC Map Pack
- Mass Effect 2
- Dragon Age: Origins
- Dragon Age: The Stone Prisoner DLC Content Pack
- Need for Speed: Nitro
- Jade Empire: Special Edition
- Too Human

WORK EXPERIENCE

2016 – Present

Activision/Infinity Ward (Los Angeles, CA)

Senior Environment Artist

- Worked as a Senior Environment Artist on the game **Call of Duty: Infinite Warfare** and provided high level environment art, assets and base lighting for the game
- Developed and created various level art, landmarks, hero assets, models, base lighting and textures in the game
- Worked closely with the producer, development director, art director, lead artist and design director to achieve milestone goals on the project
- Worked directly with design to provide level design assistance and created environment art, which compliments the complex level design of the game

2017 – 2018

Activision/Sledgehammer Games (Foster City, CA)

Senior Environment Artist/Map Lead

- Worked as a Senior Environment Artist and Map Lead on the game **Call of Duty: WW II** and provided high level environment art, assets and base lighting for the game
- Developed and created various level art, landmarks, hero assets, models, base lighting and textures in the game
- Worked closely with the producer, development director, art director, lead artist and design director to achieve milestone goals on the project
- Worked directly with design to provide level design assistance and created environment art, which compliments the complex level design of the game
- Trained and mentored artists in tools and editor to produce AAA artwork for the game, along with managed schedules and milestones with Art Director and Production

2012 - 2015

Ubisoft (Montreal, QC, Toronto, ON)

Lead Artist/Senior Environment Artist/Map Lead

- Worked as a lead artist/senior environment artist/map lead on the games **Far Cry Primal, Assassin's Creed Chronicles, Assassin's Creed Unity and Splinter Cell: Blacklist** and managed a team of environment artists
- Provided senior level environment art in 3DS max, Maya, texturing in Adobe Photoshop, level design and level optimization for the game
- Worked directly with level designers and level design director, to provide level design assistance and feedback with regards to art, for the game
- Worked with art directors, producers and management in house and overseas (via Vidcon) to meet important milestone goals on the project
- Created work schedules, organized art pipeline, reviewed art assets in house and from outsourcing studios and worked closely with the art director, game director and producer to achieve milestone goals on the project
- Managed a team of prop artists, texture artists and level artists on different projects throughout the studio

2009 - 2012

Electronic Arts/Visceral Games (Montreal, QC)

Lead Environment Artist/Senior Environment Artist

- Provided senior level environment art in 3DS max, Maya, texturing in Adobe Photoshop, design and level optimization for Electronic Arts games
- Worked on developing pipelines for production art and creating a transition for the studio into Next Gen/HD games with previous experience
- Worked as a senior artist/map lead on the game **Need for Speed: Nitro** and managed a team of artists as the art lead on **Need for Speed: Nitro 2**
- Created work schedules, organized the art pipeline, reviewed art assets and worked closely with the art director to achieve milestone goals on the project
- Worked on the games **Dead Space 3, Dead Space 2** as well as the **Dead Space 2: DLC content and map packs**, providing full environment art, textures, level optimization and mentoring for other artists using the Visceral Engine, Maya, Zbrush and Adobe Photoshop
- Worked as the acting lead environment artist for an unannounced project

2006 - 2009

Bioware Corp/Electronic Arts (Edmonton, AB)

Environment Artist

- Provided environment level art in 3DS max, texturing in Adobe Photoshop, concept art, design and level optimization for many of Bioware's games
- Trained in the Eclipse and Unreal 3 Editors to build, design and light interior and exterior environments during all stages of game development
- Worked on environments and textures for the PC game **Jade Empire Special Edition** using an in house engine, 3DS max and Adobe Photoshop
- Worked on the game **Dragon Age: Origins**, providing environment art, textures, concept art and level design using the Eclipse Engine, 3DS max and Adobe Photoshop
- Worked on the game **Mass Effect 2**, providing environment art, textures and level optimization using the Unreal 3 Engine, 3DS max and Adobe Photoshop

2005 - 2006

Silicon Knights (St Catharines, ON)

Motion Capture Artist

- Worked as a motion capture artist for the Xbox 360 game **Too Human**
- Cleaned up raw motion capture data with Vicon Mocap software and 3DS max
- Assisted in the setup of motion capture shoots using Vicon Mocap Cameras and Hardware

2005 - 2006

Seneca College 3D Gaming Program (Toronto, ON)

Teachers Assistant

- Assisted the coordinator as well as teachers of the 3D Gaming Program
- Helped 3D Gaming students with problems in Concept Art, Vicon Mocap, 3DS Max, Adobe Photoshop and the Unreal Editor

2005 - 2006

Black Ice Games (Toronto, ON)

Art Director/Lead Concept Artist

- Art director for the Ontario Science Centre Video Game Exhibit
- Worked on the game Monsturbia and managed a team of 3D artists
- Modeled, textured and imported assets/environments/characters in 3DS Max and Unreal Editor

2002 - 2006

Bata International/Athletes World/Skechers Sport (Toronto, ON)

Freelance artist/Graphic Design/T-shirt Designer

- Created the 2006 Athletes World T-shirt
- Designs and 2002 "graffiti demon" calendar graphics
- Illustrated drawings for promotional purposes, sales and created large murals for advertising

EDUCATION

2005 - 2006

Seneca College Animation Arts Centre (Toronto, ON)

- Seneca College 3D Gaming 1 year Post Graduate Certificate

2003 - 2005

Sheridan College School of Classical Animation (Oakville, ON)

- Sheridan College Classical Animation 3 year Diploma

SOFTWARE

- 3DS Max
- Maya
- Anvil Assassin's Creed Engine
- Dunia Far Cry Engine
- Unreal 3 Editor
- Unreal 2 Editor
- Bioware Eclipse Engine
- Visceral Neo Engine
- Black Box NFS Engine
- Frostbite Engine
- Vicon Mocap Hardware/Software
- Combustion
- Adobe Photoshop
- Adobe Illustrator
- Adobe Encore
- Adobe Premier
- Adobe After Effects
- Adobe Image Ready
- SH Tools
- Zbrush
- Crazy Bump
- MS Office Suite
- Perforce
- Hansoft/DevTrack

PERSONAL ACTIVITIES

- Life Drawing, Under Pressure Graffiti Competition, Ice Hockey, Collecting Toys, T-Shirt and Toy Designing

AWARDS

2006

Athletes World/Bata Shoes International (Toronto, ON)

- First place in the "Your Design Goes Here" International T-Shirt Competition

2003

Sheridan College (Oakville, ON)

- Student Union Entrance Scholarship

2003

Toynewsi.com Action Figure and Toy Website (USA)

- First place in Transformers robot design contest