

Soo K. Kang

Cinematic, Narrative, Character, Facial Animator

CONTACT

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Location: Vancouver, B.C , Canada

Demoreel: <https://www.skanimation.com/demoreel>

SKILLS OVERVIEW

Character Animation (keyframe and mocap based)

Maya, MotionBuilder, Xsense, Optitrack Motive

Facial Animation (FACS)

Face solving / retargeting using Faceware and other in-house tools

Game Cinematics

Experience in building Cinematics pipeline and documentation of workflows.

UE5, Unity, Other proprietary engines (Snowdrop, Decima, Glacier)

Proficient in Photoshop, Premiere, Perforce, Shotgun, Jira, Miro, Confluence

PROFESSIONAL EXPERIENCE

SONY PLAYSTATION (VANCOUVER)

Contract Animator (AUG 2025 - PRESENT)

IO INTERACTIVE (SWEDEN)

Cinematic Animator (JAN 2023 - OCT 2024)

- Game title: 007 FIRST LIGHT
- Keyframe and mocap cleanup animation (body and face)
- Facial retargeting with Faceware

MASSIVE ENTERTAINMENT UBISOFT (SWEDEN)

Senior Cinematic Animator (FEB 2019 - JAN 2023)

- Game title: Avatar Frontiers of Pandora
- Keyframe and mocap cleanup animation for cinematic cutscenes (body, face and camera)
- Built cinematic pipeline for the project
- Worked on developing the procedural dialogue system and contextual narrative animations

GUERRILLA GAMES (AMSTERDAM)

Contract Facial Animator (OCT 2016 - OCT 2017)

- Game title: Horizon Zero Dawn
- Keyframe and mocap cleanup facial animation for cinematic cutscenes

SONY PLAYSTATION (SAN DIEGO)

Contract Cinematic Animator (SEP 2015 - FEB 2016)

- Game title: Uncharted 4: A Thief's End
 - Keyframe and mocap cleanup facial animation for cinematic cutscenes
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EDUCATION

Ringling College of Art and Design (2011 - 2015)

BFA in Computer Animation

Tecnologico de Monterrey (2008 - 2011)

High School