



SOO K. KANG

Cinematic | Narrative | Character
ANIMATOR

CONTACT

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Vancouver, B.C. Canada

skanimation.com/demoreel

EDUCATION

Ringling College of Art and Design

2011~2015

BFA in Computer Animation

Co-director of a thesis animated short film

Tecnologico de Monterrey

2008~2011

IB English diploma

Bicultural high school (English dominant program)

SOFTWARES

- Maya
- MotionBuilder
- Jira
- Shotgun
- Perforce
- Photoshop
- Premiere

PROFESSIONAL SKILLS

- 7+ years of Cinematic & Narrative animation in AAA games.
- Extensive background with Facial Animation using FACS and general facial retargeting pipeline.
- Highly proficient in Maya and MotionBuilder for motion capture editing and keyframe animation.
- Experience in UE5, Unity and other proprietary engines for Cinematic Animation.
- Experience in building Cinematic pipeline for AAA games.
- Collaborative mindset and communication skills with multiple departments to achieve collective goals.

WORK HISTORY

IO INTERACTIVE (SWEDEN)

Cinematic Animator (JAN 2023 ~ OCT 2024)

PROJECT 007: Responsible for motion editing and keyframe animation in various action scenes and cinematic cutscenes.

MASSIVE ENTERTAINMENT/ UBISOFT (SWEDEN)

Senior Cinematic Animator (FEB 2019 ~ JAN 2023)

AVATAR FRONTIERS OF PANDORA: I was responsible for building and improving cinematic pipeline from scene prep to engine implementation and testing in game. I worked on first-person camera layout and animated the characters in the cinematic cutscenes. I made a library of animations and collaborated closely with programmers to build the in-game semi-procedural dialogue system.

GUERRILA GAMES (AMSTERDAM)

Contract Facial Animator (OCT 2016 ~ OCT 2017)

HORIZON ZERO DAWN: Mainly worked for polishing or keyframing facial animation for cinematic cutscenes and dialogue scenes. I also implemented my animations into the Decima engine to test in game and ensure they work properly.

SONY INTERACTIVE ENTERTAINMENT (U.S.A)

Contract Cinematic Animator (SEP 2015 ~ FEB 2016)

UNCHARTED 4: Motion capture polishing or hand key animation of characters for cinematic cutscenes. I also helped out with facial animation retargeting.