

Soo K. Kang

Cinematic, Narrative, Character, Facial Animator

CONTACT	Phone: +1 604 977 4491 Email: skang125@gmail.com	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 and Narrative Procedural Animation Features Experience in building Cinematics pipeline and procedural animation features such as dialogue systems, contextual narrative animations in open world games. UE5, Unity, Other proprietary engines (Snowdrop, Decima, Glacier) Proficient in Photoshop, Premiere, Perforce, Shotgrid (FLOW), Jira, Miro, RV, Syncsketch, Confluence	
PROFESSIONAL EXPERIENCE	SONY PLAYSTATION (VANCOUVER, B.C, CANADA) Contract Animator (AUG 2025 – PRESENT) • Body and Face animation for an unannounced project. 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 edit animation for cinematic cutscenes • First person camera animation • 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	
EDUCATION	Ringling College of Art and Design (2011 – 2015) BFA in Computer Animation	Tecnologico de Monterrey (2008 – 2011) High School