

# Ari Hwang

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## Professional Summary

- 3+ years of experience real time 3D application and art direction in AR space
- 12+ years of experience in 3D software and design; animated 3D character commercials, VFX commercials and feature film.
- Skilled 3D design lead with product driven strategy and experience in developing 3D assets under technical limitation

## Software

Maya, Vray, Arnold, Shave and haircut in Maya, Ornatix, Mental Ray, XSI softimage, Substance Painter, Zbrush, Mudbox, Nuke, After Effect, Photoshop, Illustrator, Mari, Spark AR

## Work Experience

Facebook, San Francisco (July/2017 - Present)

Design Lead, Appearance for Messenger (August/2018 - Present)

- Lead creative AR effects for Messenger
- Launched AR lighting product for Messenger
- Established Virtual Makeup in AR

3D Generalist for Facebook (July/2017 - July/2018)

- Design and develop AR effects for Facebook camera
- Develop 3D assets for Facebook camera
- Provide support and guidance to the satellite team in APAC

Psyop, New York (April/2015 – June/2017)

Lighting TD/ Compositor

- Clash Royale advertisement series:
  - Developed 3d environment to fit the scene
  - Improved textures for 3d assets, light, rendered and composited with Nuke
- Google Pixel:
  - Prototype the commercial for the first pixel phone
  - Created textures for the 3d phone, light, rendered and composited with Nuke
- Honda Holidays VR:
  - Created 3d asset for the Santa's sleigh, textured and light the slay to match the Christmas environment
- Tiffany &Co Holiday:
  - Develop 3d environment to match the 2d design
  - Model, texture, light and rendered the scene

## Mass Market, New York (July/2013 - April/2015)

### Lighting TD/ Compositor

- Hail Ceasar!:
  - Created cg submarine
  - Model, texture, light and rendered the cg elements
  - VFX Compositing
- 7000 chemicals:
  - Created cg characters from life size prosthetic suits
  - Texture, light and rendered the cg characters
- Delta Wifi:
  - Created various models of cg airplanes
  - Texture, light, rendered and composite with Nuke

## The Mill, New York (April/2013 - June/2013)

### Freelance Lighter

- Beyonce "Rise" Fragrance:
  - Created cg fragrance, texture, light, rendered and composite with Nuke
- Southern comfort:
  - Created cg flag, texture, light, rendered and composite with Nuke

## Brand New School, New York (February/2013 - April/2013)

### Freelance Lighter

- Comcast:
  - Created cg assets, texture, light and rendered
- Twizzler Man of Steel:
  - Created cg assets, texture, light and rendered

## Panda Panther, New York (2007 – January/2013)

### Lighting TD (2011 – January/2013)

- Lostopolis:
  - Character design and visual development in cg
  - Model, texture, light, and rendered
- Skylander Menace:
  - Model, texture, light, and rendered
- Easy Bake oven:
  - Character design, 3d model, texture, light, and rendered
- MTV Jersey Shore:
  - Model, texture, light, rendered and composite with After Effects
- Yahoo Mail:
  - Model, texture, light, rendered and composite with After Effects

### 3D generalist (2007 – 2011)

- Poptart advertisement series:
  - Character design, model, texture, light, matte painting projection, render and composite with After Effects
  - Shoot supervisor on set
- AT&T advertisement series:
  - Character and environment design
  - Model, texture, light, rendered and composite with After Effects
- Mika's Marshmallow train:
  - Character and environment design
  - Model, texture, light, rendered and composite with After Effects
- Zune Mask:
  - Character design, story board
  - Model, texture and light cg assets
- Onitsuka Tiger:
  - Character design, model, texture the cg characters

## Education

School of Visual Arts, New York, (September/2005 - April/2009)

- Bachelor of Fine arts in Computer Arts (GPA: 3.8/4.0)

## Honors and Awards

- Silas H. Rhodes Scholarship
- Outstanding achievement award for class of 2009