

JONATHAN KUO

CHARACTER ARTIST

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SUMMARY OF QUALIFICATIONS

- Professional skills: Organic and Hardsurface Modeling, Texturing, LOD meshes, UVs, and Concept Art.
- Software skills: Maya, 3DS Max, Zbrush, Substance Painter, Topogun, Marmoset Toolbag 3, UDK, XNormal, 3D Coat, Marvelous Designer, Crazybump, Adobe Suite.
- Languages: English (Native speaker), Mandarin Chinese (Conversational)

EXPERIENCE

- HI-REZ STUDIOS** | Senior 3D Character Artist Aug 2017 - Present
3D Character Artist Feb 2014 - Aug 2017
- Modeling, sculpting, texturing, and shading for game res characters/creatures in **SMITE: Battleground of the Gods** and **Paladins: Champions of the Realm**.
 - Used secondary skill of Concept Art on some occasions for **Paladins**.
 - Worked on several skins based on characters made by myself or colleagues, and collaborated with rigging and animation to ensure compatibility of the skin with existing character assets.
- GENTLE GIANT STUDIOS** | Contract 3D Modeler Oct 2013 - Dec 2013
- 3D head and body scan data cleanup and resculpting for movies and other works.
- GNOMON STUDIO: "THE NINGYO"** | 3D Modeler Apr 2013 - Jun 2013
- Modeling, sculpting, and UVs for a bear skeleton model.
- FREELANCE ILLUSTRATOR** Aug 2010 - Mar 2013
- LPJ DESIGN - Character Design and Illustration.
 - UNION MOBILE - Licensed out my artwork to a unannounced game.
 - PRIVATE COMMISSIONS - Various illustrations.

EDUCATION

- GNOMON SCHOOL OF VISUAL EFFECTS, LOS ANGELES, CA**
Digital Production for Entertainment - Modeling and Texturing Track Sept 2013
Cumulative GPA: 3.7/4.0
- PURDUE UNIVERSITY, WEST LAFAYETTE, IN**
B.S. in Computer Graphics Technology (CGT) May 2010
Degree Minor: Computer and Information Technology
Cumulative GPA: 3.4/4.0 - Dean's List Fall 2006

AWARDS

- Featured on Marmoset Co's GDC Reel for Toolbag 2 - March 2015
- Gnomon School of Visual Effects Best of Term: 3D Character for Games - Winter + Spring + Summer 2013
- Gnomon School of Visual Effects Best of Term: Hardsurface Modeling - Fall 2012
- Gnomon School of Visual Effects Best of Term: 2D Character - Fall 2012
- EXPOSÉ 9: Featured in Concept Art category - 2011