

Resumé

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OBJECTIVE

To be a strong and diverse artist who uses knowledge of programming to enable his art team to work with greater ease and efficiency. To create games that leave the world a better place.

WORK EXPERIENCE

Epic Games

Cary, North Carolina
October 2016 - Present

Fortnite: In-game and trailer fx, using a combination of custom meshes, textures, materials and Blueprints in Unreal Engine 4.

Free Lives

Cape Town, South Africa
April 2015 - August 2016

Borforce: The art for the 3D pixel art world map, in-game fx, tools, creature animation, pixel illustration for icons and UI, animating and creating fx for cut scenes, Steam store material, minor work on the menus.

Genital Jousting: Character and environment art, fx, poster illustration.

I was also very involved in prototyping new games, and took regular part in game jams.

Luma Arcade

Bryanston, South Africa
Nov 2010 - March 2015

Bladeslinger: Modelling and texturing environment assets and a creature, level layout, set dressing, blocking animation, setting up and scripting timings for particles and fx, writing tools, writing shaders, creating some of the HUD elements using illustration and 3D renders, as well as web scripting for the Luma Arcade Facebook page.

Racer: Modelling and texturing environment assets, scripting the GUI and menus, writing shaders, and creating and scripting effects for powerups, collisions and postfx, matte painting.

Imaginari Animation Studio

Johannesburg, South Africa
2015

Unannounced title: Created a creature and character for a television series. Included sculpting, retopology, UV unwraps, texture bakes and texture painting.

Every Single Soldier

Johannesburg, South Africa
2015

Vietnam '65: Created hex-based environment assets and shaders, fx, and some UI elements including the soldier uniform.

Diorgo Jonkers

Johannesburg, South Africa

2012

Pure Fun Soccer: Built the character sprites and painted the environments.

Open Reset

Bryanston, South Africa

2012

Bounty Arms: Wrote shaders for fx and environments.

EDUCATION

Various online courses, including mentored courses with Scott Eaton, Anthony Jones, Xia Taptara, Sze Jones, Judd Simantov and Sam Nielson.

Bachelor of Science (The University of the Witwatersrand, 2006-2008)

Computational and Applied Mathematics, Mathematical Techniques. Academic Excellence bursary.

Diploma in Visual Communication (The Open Window. 2009-2010)

Visual Communication. Top student award for two consecutive years. Left after the second year of a 3-year degree to pursue an internship opportunity in the industry.

SKILLS

- Understanding of game rendering pipeline, and the technical requirements of art assets, with experience on mobile, PC and console devices
- Proactively writes tools to ease repetitive or tedious tasks (C#, Python, open to learning new languages)
- High poly sculpting, retopology to low poly models, texture bakes
- Basic rigging and skinning
- Art generalist with design, drawing and photography experience
- Avid game jammer
- Competent communicator and listener. Has been asked to conduct guest lectures at several South African tertiary institutions, and has given art workflow and management presentations at local IGDA chapter events.

SOFTWARE PROFICIENCIES

3ds Max, Softimage

ZBrush

Photoshop

Unity

Unreal Engine

Visual Studio C#

Eclipse Python (basic)

Flash Actionscript3

Web scripting (HTML, CSS, mootools/JS, PHP, SQL)

Please contact me for references and recommendations.