

HYUN SOO (HAZEL) SEO

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[Link to Art Station](#)

TECHNICAL SKILLS

Software: Unity, Unreal Engine 4, Maya, Redshift, Keyshot, Arnold, Cinema4D, ZBrush, Houdini, Substance Painter, Mari, Premiere Pro, Photoshop

Skills: Blueprint, VR, AR, lighting, particle system, physically based rendering, set dressing, environment art, VFX, 3D character rigging, animating, modeling, UV, texturing, concept art

Others: Python, Git, GitHub, Perforce

WORK EXPERIENCE

Unreal Engine Generalist, BRON Studios, California, CA, 2021-Present

- Creating 3D children animation series for Netflix using Unreal Engine 4
- Setting up virtual camera, 3D animation characters and QC render footages to Unreal Engine for the virtual production
- Optimizing and debugging in Unreal Engine 4 and Maya
- Unreal Engine 4, Maya, Blueprint, UE4 Niagara system, Perforce, Virtual Machine, CMD

EDUCATION

School of Visual Arts, New York, NY, 2019-21

Master of Fine Arts, Computer Arts, GPA 3.8

School of Visual Arts, New York, NY, 2016-19

Bachelor of Fine Arts, Illustration, GPA 3.7

PROJECTS

"User in Wonderland," Thesis Project, SVA, New York, NY, 2021

- VR game thesis project for MFA Computer Arts
- Planned environment setting and Programming
- Used Unreal Engine 4 for creating the project, Maya for modeling and animating assets
- [Demo Video for "User in Wonderland"](#)

"The Outpost," SIGARRAPH Project with Ken Perlin, NYU, New York, NY 2020

- Participated in a multi-player VR game production for Ken Perlin and SIGARRAPH 2020 at NYU's Future Reality Lab as a visual artist, using Unreal Engine 4
- Cooperated with other visual artists for both technical and artistic work
- [Official Website for "The Outpost"](#)

"Into the Unknown," VR Game Development, NYU New York, NY, 2019

- Created a simple VR game of a spaceship simulation with students from the NYU Computer Science lab
- Designed the interior and avatar of the spaceship using WebGL, Maya and ZBrush
- [Play "Into the Unknown"](#)