

Sandy Hyun-Joo Hong

Animation Artist . Illustrator . Game Artist



Work Experience

Squid Sins Squad

Lead Artist/Art Director

In charge of all visual aspects which include - Character design, Background design, Animation, and UI for an all inclusive visual novel game.

August 2016 - Ongoing | Philadelphia, Pennsylvania

Titmouse, Inc

Layout Designer

Designed backgrounds for the new Hasbro show - Hanazuki: Full of Treasures.

June 2017 - October 2017 | New York, New York

Jarvus Innovations

Concept Designer

Created concepts of a future venue layout and location renovations.

January 2017 - May 2017 | Philadelphia, Pennsylvania

BatteryStaple Games

Cut Scene Animator

Designed backgrounds and characters for various in game cut scenes. Also redesigned a pre-existing character - AI.

November 2016 - February 2017 | New York, New York

Carbonated, Inc

2D Artist/UI Designer

Created 2D assets for a mobile emoji app. Designed UI, Logo, and various other necessary design elements.

May 2016 - Oct 2016 | Los Angeles, California

Sudden Industries

Game Artist

Created and designed characters, assets, backgrounds and GUI for various projects including Carmen Sandiego, Magic Treehouse, Nature Cat, and Nick Jr.

August 2015 - Ongoing | New York, New York

Nickelodeon

Layout Designer

Designed backgrounds for the 2D segments for the award winning pre-school show - Bubble Guppies.

November 2012 - July 2015 | New York, New York

Soup2Nuts

Background Clean-Up Artist

Edited and set up illustrations from popular children's books to be created into short animated films. Works include - "Merry Christmas Splat" by Rob Scotton, "Blackout" By John Rocco, "Creepy Carrots!" by Aaron Reynolds, and many more.

June 2012 - January 2014 | New York, New York

FunGoPlay

2D Game Artist and Animator

Designed and created various assets including animation and UI design for a sports related virtual world with mini games for kids

November 2012 - July 2015 | New York, New York

Education

School of Visual Arts (SVA)

BFA Traditional Animation

2005 - 2009 | New York, New York

Skills

Character design, Background/environment design, Prop design, UI, and Animation.