

# Max Hwang

www.maxhwang.com  
maxh0528@gmail.com  
778-994-5717

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## Overview

- 11 years of work experience in the animation and game industry as a 2D artist and animator.
- Professionally trained in creating UI design, animation, game assets, character design, and background.

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## Skills

Proficient in:

- Photoshop, Illustrator
- Flash
- Spine 2D

Familiar with:

- After Effects
- Unity
- Maya

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## Experience

### Lead Artist | Animator

January 2016 – April 2017

Sword Twin Studios

- Production: SkyKeepers
- Provide Art direction.
- Design, Create and manage Art related assets include UI design, Characters, Backgrounds, marketing and game assets.
- Build, Rig, and create Animation for UI, Characters, game assets, and FX.

### 2D Animator

June 2015 – December 2015

Kemojo Studios

- Production: Tap Cats: Idle Warfare
- Build, Rig, and create Animation for Characters and FX.

### 2D Artist | Animator

September 2012 – April 2015

DeNA Studios Canada

- Productions: NFL Matchups, G.I. Joe Battlegrounds, BloodBrothers: Puzzle Tactics
- Create art assets, UI element, Illustration.
- Create 2D animation for character, FX, and game intro.

### Key Location Painter

December 2011 – April 2012

Atomic Cartoons

- Production: Transformers: Rescue Bots
- Color style the key location designs.

### BG Painter

April 2011 – November 2011

Big Bad Boo Studios

- Production: 1001 Nights Season 2
- Color style the key location designs.

### 2D Production Artist

January 2009 – December 2011

C-Drive Media Art

- Production: Heroes of Mythology
- Create Character, game assets and background elements.

**BG Painter**

Bardel Entertainment

September 2006 – February 2011

- Productions: Bob's Burgers  
Neighbours from Hell  
Wow Wow Wubbzy  
Edgar And Ellen
  - Create color backgrounds for animated TV shows from story board panels.
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**Education**

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**3D Animation for Film and games Diploma**

Capilano University

September 2005 - April 2006

**2D Animation Diploma**

Capilano University

September 2003 - April 2005