HON CHO

Animator，Game Animation Designer

Personal details

- 👤 HON CHO
- ✉️ zb07011864043@gmail.com
- 📞 +817011864043
- 🏠 815 Fudonishikawaguchihaitsu 3-14-14 Nishikawaguchi, Kawaguchi-shi, Saitama-ken, Japan 332-0021 Saitama-ken
- 📅 September 9, 1995
- 📍 China
- ⚥ man
- 🏳️ Japan
- 👥 Married
- 🌐 bmiyuz.com

Skills

Skill	Level
Maya	●●●●●
3ds max	●●●●●
Unreal Engine	●●●●○
Game Animation Production	●●●●●
Animation Project Management	●●●●●

Profile

    I am a CG animator specializing in producing 3D animations for CG films and action-packed video games. With 5 years of experience, I excel in hand-keyed animation and motion capture data refinement. My primary tools include Maya and Unity, and I enjoy exploring Unreal Engine in my spare time to create personal projects. Currently, I am responsible for game animation design in my role.

Education

Undergraduate　　　　　　　　　　　　**Sep 2013 - Jun 2017**
Yunnan Arts University, Yunnan
Animation Major

Employment

Animator，Game Animation Designer　　　　**Feb 2023 - Present**
Aiming Inc., Tokyo
Game action design

Animator　　　　　　　　　　　　　　**Aug 2019 - Nov 2022**
SHIROGUMI INC., Tokyo
Film and game animation production

Animator　　　　　　　　　　　　　　**Dec 2018 - Jun 2019**
finewave Inc., Tokyo
CG animation production

Achievements

- Contributed to the design of a highly popular game animation, enhancing player interaction and experience.
- Worked as an Animation Designer at a renowned gaming company, responsible for animation design across multiple game projects.
- Previously employed at a top-tier animation studio in Tokyo, earning professional recognition.
- Proficient in animation production workflows for both games and films, successfully releasing numerous projects.
- Leveraged extensive expertise in animation to enhance the motion expressiveness of game characters.
- Designed key animation projects for a leading animation film company in Tokyo, significantly improving the market performance of the works.
- Graduated with a bachelor's degree in Animation from a prestigious university, establishing a solid foundation in animation theory.
- Worked as an animator at a top-tier animation studio in Tokyo, contributing to the development of multiple game projects that received industry recognition.
- Introduced innovative design concepts in animation production, enhancing the visual appeal of character animations.

Game action design	●●●●●
Teamwork	●●●●●
Creative Thinking	●●●●●
Animation software usage	●●●●●
Problem Solving	●●●●●

Languages

Chinese	●●●●●
Japanese	●●●●●
English	●●○○○

Hobbies

■ Movie Appreciation

■ Video Games

■ Animation Design

■ jogging

■ trip

Projects Involved:

Stand By Me Doraemon 2

The Legend of Zelda Tears of the Kingdom

The Eminence in Shadow 3