

PETER HON

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WORK HISTORY

Production Artist/Design

Freelance Visual Consultant 2003-Current

Character Design, Illustration, Animation
Storyboards

DreamBox Learning 2018-Current

DreamBox Learning App

Character Design, Illustration, Animation

PopCap Games (EA) 2013

Peggle 2 (Xbox One)

Illustration, FX Animation

CoinStar 2012

Rubi Coffee Kiosk (Costco Coffee Kiosks)

UI Design, Illustration, Animation

Smashing Ideas 2011-2012

Polly Pocket Website

Illustration, Animation

Microsoft 2007-2008

Windows 7 OS

Illustration, Icon Production

Character Design

Mr. Tired Media 2015-2016

Undead Darlings (PC, PS4)

Character Designs, Enemy Monsters

Visual Development

R&B Productions 2013-2015

Various Video Productions

Storyboards, Visual Development,
Keyframe Art

SKILLS

Visual

(Design + Concept Art)

Character Design
Storyboards
Key Illustrations
Traditional Animation (2d)
3d Animation
3d Modeling
3d Lighting

Technical

(Apps/OS)

Adobe Photoshop
Adobe Animate
Adobe Illustrator
Blender
Maya
Zbrush
Windows
MacOS

SHIPPED

DreamBox Learning App (PC/Mac/iOS)
Peggle 2 (Xbox One)
Windows 7
Rubi Kiosk (Costco Coffee)
Malden Comic
Lilo & Stitch Kauai Caper (Webgame)
My Scene Barbie CD-ROM
Polly Pocket
Undead Darlings (PC)
Marvel Super Heroes CCG online

CLIENTS

Nickelodeon
DreamBox Learning
Smashing Ideas
Disney Channel
Hasbro
Studio Volts
PopCap Games
EA Games
Mattell
Microsoft
McGraw-Hill Publishing
Mr. Tired Media
R&B Productions

EDUCATION

Art Institute of Seattle

Seattle, WA 2001-2003

Animation Art and Design - AA

Animation Petersonal Trainer

Online Course 2007

CG Animation in Maya - Keith Lango (Valve)

The Workshop Academy

Redmond, WA 2018-2020

Character Design - Devon Cady-Lee
Illustration - Lake Hurwitz
Environment Design - Josh Kao