

Esther Kim

CONTACT

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LINKEDIN

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WEBSITE

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SKILLS

Unreal Engine / Unity
Blender / Cinema 4D / MAYA
Virtual & Augmented Reality
Creative Code / Three.js / WebGL
Javascript / HTML / CSS
UI/UX Design
Adobe Creative Suite
Ps / Ai / Pr / Ae / XD
Story & Concept Development
Microsoft Office Suite

EDUCATION

University of Connecticut

Digital Media & Design, MFA
(3D & Interactive Experience Design)
Class of 2026

Virginia Commonwealth University

Kinetic Imaging BFA
(Interactive Art & 3D Animation)
Class of 2022
Summa Cum Laude (GPA 4.0)

Sogang University

Art & Technology Program
Study Abroad, March 2021 - June 2021

EXPERIENCE

University Teaching Instructor & Assistant

University of Connecticut, August 2023 - Present

■ Teaching assistant of 3D Modeling, Lighting, & Rendering II :

Sculpting, modeling, retopology, creating UV's, custom texture painting, transferring work from 3D Coat into C4D, rendering in Redshift, research and reference elements from the real world to add believability to CG images, utilize storytelling techniques to communicate story and emotion through CG, and time management for production.

■ Teaching assistant of Virtual Worlds & Simulation :

Design real-time 3D environments using Unreal Engine (Set up scene environment, landscape sculpting, painting, foliage, spline, texture, lighting, creating assets, blueprints, player controls, collision, nodes, interaction, real-time rendering, etc.).

■ Primary Instructor of ENGL Studio in Writing and Multimodal Composition :

Applying universal design principles to the development of digital texts and communicate through emerging digital mediums by creating personal websites, remix videos, and digital collages.

XR / Interactive Experience Designer

Sharebox Co., Ltd., March 2023 - August 2023

- Created 3D models, assets, and animation of interactive content of XR, VR, and Metaverse projects: XR LED booth, X-Rumpus Box, Interactive Storytelling, etc.
- Successfully managed a fast-paced production schedule to meet client demands, securing contracts for additional projects, receiving positive feedback, and strengthening continued partnerships.
- Helped the team meet production scope and problem-solve technical aspects by providing concept ideas and design solutions, such as optimizing high-poly 3D characters and low-poly 2D assets, significantly improving performance of a real-time interactive simulation.
- Presented at global business venues, resulting in our company being selected for a Global Accelerator project and catalyzed the company's goal for global market expansion.
- Enhanced teamwork and collaboration through utilizing my experience in multidisciplinary work environment to assist communication between developers and designers.

3D / UI Designer - Data Visualization in VR

Capstone Project by VCU Department of Art, CS, Engineering, Aug 2022 - Mar 2023

- Designed UI/UX, visual/sound, and aesthetics of data-driven art in immersive virtual environments and made conceptual & aesthetic decisions to improve project engagement and data visualization.

3D Art / Design Research Assistant

VCU Department of Dance and Choreography, Jan 2022 - April 2023

- Worked as part of an interdisciplinary team with collaborators across VCUArts and McMaster University (Hamilton, Canada) to develop a live-coded choreography open-source platform, Estuary.
- Designed unconventional 3D avatars and collaborated with dancers to create motion capture animation in .glb file format, optimized for best performance in a live-coding environment.
- Presented at multiple conferences and workshops to showcase project demonstrations, resulting in positive and valuable feedback that contributed to the successful development of our project.
- Contributed to the development of the narrative framework and the foundation of the LOCOMOTION Estuary environment by designing unconventional non-humanoid avatars.

PR / Marketing Coordinator & Manager

The Portfolio Institute of Art & Design, July 2020 - May 2021

- Managed staff communication and organized student resources, portfolio database, and meeting schedules with MS Office.
- Designed marketing contents for Social Media, blogs, and websites using Ps/Ai.
- Instructed and advised students on concepts of art and design.
- Conducted research on contemporary artists and art-related trends.

AWARDS, GRANTS, & HONORS

2022 High Honors Recognition, Cultural Cinema Showcase, HBTU, USA
2022 Award in Special Category, Gimpo International Youth Film Festival
2021-2022 Outstanding Student Leadership Award Winner, VCU, RVA
2020-2022 Awards of Excellence in Kinetic Imaging, VCU, RVA
2018-2022 Arts Merit Scholarship & Arts Funded Scholarship, VCU, RVA
2018-2022 Dean's List for Outstanding Academic Performance, VCU, RVA