

# JOHN J. KIM

3D ANIMATOR / 2D DESIGNER

Long Island, NY  
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www.johnkim3d.com

## PROFESSIONAL SKILLS

Autodesk Maya  
Adobe Creative Suite  
Autodesk Mudbox  
Final Cut Pro  
Avid Pro Tools  
JavaScript  
HTML 5  
CSS / Advanced CSS  
Arnold  
The Foundry: Nuke

## WORK EXPERIENCE

### **RUBIE'S COSTUME COMPANY | MAY 2017 - MAY 2019**

*Designer & Costume Artist*

- Create concept designs for Mattel, Hasbro, & Marvel Pets
- Edited photos and graphics for clients
- Developed print designs for children's costumes for Walmart, Target, & Costco Production

### **BLOCK-QUAKE | OCT 2018 - DEC 2018**

*Freelance Graphic Designer*

- Developed sketches & concepts for logo
- Consulted for brand strategy

### **NBC SPORTS BOSTON | NOV 2017 - JAN 2018**

*Freelance Graphic Designer*

- Illustrated & rendered various basketball players for the Boston Celtics 2018 Season

### **FRAMESTORE | OCT 2015 - NOV 2015**

*3D Animation Intern*

- Animated the "Geico Gecko" Advertisement
- Animated Bill the Pigeon in "Bird's Eye" Advertisement

### **THE NAPOLEON GROUP | JUN 2013 - AUG 2013**

*3D Animation Intern*

- Animated characters for official promo video
- Animated previs video for Cascade
- Animated drill sergeant for US Army promo

## EDUCATION

### **ANIMSCHOOL**

JUNE 2015 - MARCH 2016

Continuing Education

3D Animation Program

### **SCHOOL OF VISUAL ARTS**

SEPTEMBER 2010 - MAY 2014

Bachelor Of Fine Arts: Computer Art

Computer Animation & Visual Effects