

Wooyang Daniel Kim

VFX Artist
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Artist with more than 9 years of industry experience who's driven by challenge and curiosity. Heavily experienced in various 3D aspects such as Modeling, Texturing, VFX, Rendering, and Compositing. Great with communications and loves working with highly motivated team members. Currently working as a VFX Artist at Amazon Game Studios working on a project called New World.

Education:

Academy of Art University San Francisco 2004 - 2007
Majored in 3D Modeling

Experience:

Amazon Game Studios

VFX Artist *May 2011 - Present (6 years)*

Projects: Air Patriots / Lucky's Escape / SevZero / The Unmaking /
3 Cancelled Games / New World

Summary: Created 3D assets for the earlier games, then dove into creating VFX for the studio. Started and assists heavily in the creation of Amazon's Lumberyard Particle System. Assisting Lumberyard's tutorial team as a Particle Expert. In charge of all character, combat, and creature related VFX for New World.

Netdevil

3D Artist *May 2009 - February 2011 (1 year 9 months)*

Projects: LEGO Universe / Fortune Online / Jumpgate Evolution

Summary: 3D Artist for the Creative Service team at Netdevil. Provided marketing assets for all games while sometimes assisting various teams with 3D asset creations.

Heartwood Studios

3D Artist *August 2008 - March 2009 (7 months)*

Projects: Various government, military, and architecture projects.

Summary: Created various 3D assets such as characters, architecture, and military assets to help clients visualize their products. We got to develop a CIA office layout which was pretty awesome.

Cryptic Studios

Character Artist

April 2008 - July 2008 (3 months)

Projects: Champions Online

Summary: Worked as a contract Character Artist to help create character assets for Champions Online.

Freelance

3D Artist

October 2007 - April 2008 (6 months)

Projects: Various

Summary: Created 3D assets like characters and clothes for various companies as a freelancer.

Skills:

Core: 3D Modeling / Texturing / VFX / Rendering / Compositing

Software: 3DS Max / Maya / After Effects / FumeFX / BiFrost / Photoshop / Zbrush / RayFire / Unity Engine / Crytek Engine / Lumberyard Engine

Additional:

- Great communicator and thrives on working with teammates.
- Heavily experienced in creating VFX systems with engineers to push the current technology with visuals and documentations.
- Motivated by challenge and curiosity to push forward for the next best thing.
- Passionate about gameplay and understand the art's purpose to serve it.