Wooyang Daniel Kim

Senior VFX Artist
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Senior VFX Artist with a 3D generalist background who currently continues to work on Amazon Game Studios' "[New World](#)". Responsible for creating real time VFX for Creatures, World Environments, and other Gameplay VFX in the game while working closely with engineers, designers, artists,and outsource on a daily basis. Daniel continues to plan out various systems to help develop an overall VFX pipeline for New World.

Experience:

Amazon Game Studios

VFX Artist   *May 2011 - Present*

     Projects: New World/ Many Other previous projects

     Summary: Currently creating VFX for New World's environment, creatures, and gameplay. Initiated the blueprint for Amazon's Particle Editor and many other systems/pipelines that drive Amazon's upcoming MMO, New World's visuals.

Netdevil

3D Artist   *May 2009 - February 2011*

     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*

     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 develope a CIA office layout which was pretty awesome.

Cryptic Studios

Character Artist   *April 2008 - July 2008*

     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*

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

Education:

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

Skills:

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

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

Additional:

- Great communicator and thrives on working with teammates.
- Heavily experienced in planning out systems and pipelines.
- Passionate about gameplay and understand the art's purpose to serve it.
- Works fast and efficiently