

Timothy Kim

CG Artist

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914-589-0621

Experience

3D Artist at The Mill (July 2010 – Present)

Responsibilities:

Match move, Particle simulation, Modeling, and Rigging.

3D Artist at Semerad (2006 – Feb 2010)

Responsibilities:

Match move, Particle and Cloth Simulation, Modeling, Texturing, Motion Capture setup, Editing and Transfer of Motion Capture data to and from MotionBuilder, Animation, Basic Compositing, Python Scripting, Training new hires in rigging, editing and transferring of data for Motion Capture.

3D Intern at Quietman Inc (2005)

Responsibilities:

Assist 3D artists with day to day production needs.

Composer and 3D Post Production Coordinator for The Light and the Sufferer (2004)

Responsibilities:

Coordinated finished deliverables between 3D artists and composers.

Education

New York University (2003 – 2005)

MS in Digital Imaging and Design

Manhattan College (1995-1998)

BS Mechanical Engineering

Software

Softimage, Maya, PFTrack, MotionBuilder, Zbrush, Nuke

Previous Employment:

Design Engineer/CAD Administrator at Bayside Motion Group (1998 – 2003)

Responsibilities:

- Setup and taught training workshops for all engineers and manufacturing personnel to increase their knowledge in the CAD software.