

RESUME

Daniel Kim

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Animator, Generalist, Lighting&Compositing Artist

WORK EXPERIENCE

Brand Developers

Aug 2010 ~

-Lead Animator

- Working as an animator for commercial films.
- **Tools** - Softimage, Maya, Photoshop, Fusion, After Effects

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July 2009 ~ June 2010

-Senior Animator

- 'Dino Mom' feature film, opening 2010 winter in North America
- Working as animator for feature film animation. Cartoon style animating is my job.
- **Tools** - Maya

IndusBlue Toronto

July 2008 ~ Nov 2008

- Senior Generalist, freelancer

- Web animation (4min) for Fedex
- Working for interactive animation for Fedex online. Making all animation concepts and storyboards for the animation. I also worked for post production part (Lighting, rendering, compositing)
- **Tools** - Softimage|XSI, Maya, Shake, After Effects, Photoshop, Painter

Axis Entertainment. Inc

Sep 2004 ~ Sep 2005

- Senior Generalist

- 'Excel Impact' PS2 racing game published in Asia
- Leading almost 15 people in CG department and controlling all qualities of 3D processing. Key point was handling problems between programming department and CG department.
- **Tools** - Softimage|XSI, Maya

Decker. Inc

Jan 2003 ~ Sep 2004

- Lighting/Compositing artist

- Feature film 'Sky Runner'.
- Managing almost 15 people in post production department. Making color concept, composite pipeline, Color sheet were major priority
- **Tools** - XSI, Maya, Shake, Fusion

Hanbitsoft

Feb 2001~ Dec 2002

- Lead Animator, Director, Instructor

- Managing almost 5~30 people in animation department. Major priority was leading them to good quality for a few animation projects which is called 'The story of the other world', 'Stranger'

- Teaching 3D class was my another obligation. I have taught 3 classes for 2 years while working in animation department.
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- XSI, Shake, Photoshop, and Digital Lighting instructor
- Short animation 'Stranger' - Director
- **Tools** – Softimage|XSI, Maya, Shake/AfterEffects, Photoshop/Painter
- Short animation 'The story of the other world' - Director
- **Tools** – Softimage|XSI, Maya, Shake/AfterEffects, Photoshop/Painter
- In case of short animation project, major priority was handling diverse software such as Softimage|XSI, Maya, and combining all works from them. Working closely with TD and suggesting good idea to solve problems. Making all acting concept for each characters was also major priority. I led them to investigate various acting for all characters.

Freelance Work – Insight Visual.

1998 ~ 2005

- Live action & Commercial Animation – Generalist.

- Live action 'Blue Swallow' Animator, Freelancer, aircraft animation with XSI 2005
- Live action 'The Restless Rental' Animator, wire animation + character animation with XSI 2004
- Live action 'Ta Kuk Ki' Animator, Freelancer, crowd animation with XSI 2003
- Live action 'Tube' Animator, Freelancer, Subway animation with XSI 2002
- Live action 'Pi Ran' VFX Animator, water smoke animation with Softimage 2001
- Live action 'Lebera-Me' VFX Animator, Freelancer, flame and smoke animation with Maya 2001
- TV-Series 3d Animation 'Ultra Guardian' BBC, Animator, Freelancer 2000

- **Tools** – Softimage, Maya/Max, Shake/Fusion/After Effects/Premier, Photoshop/Painter

- Handling all processing such as modeling, texturing, rigging, animating, lighting, rendering was the key. Most challenging part was lighting/compositing for live action works. Handling Mocap data for crowd simulation was also

challenging, because I had to learn new software for crowd simulation, and handle all problems between Mocap data and the software.

SKILL

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- **3D Tools** Softimage|XSI (Expert, from Softimage|3D), Maya (Expert 5 years), 3D Max(expert 5 years) Z-brush, Motion Builder (Intermediate, 1 and half years).
 - **2D Tools** Photoshop (Expert, 12 years), Illustrator (Expert, 12 years) Painter (Expert, 10 years).
 - **Composite Tools** Shake (Expert, 7 years), After Effects (Expert, 8 years), Premier (Expert 7 years), Fusion(Expert, 6 years).

EDUCATION

- **Sheridan College, Canada** – Digital Character Animation – Post graduate
- **Kumi College, South Korea** – Industrial Design, Computer graphic – Bachelor Degree

Shot Breakdown for Web portfolio

Latest Movie – The Fairy Tale 2008

- Software – Softimage|xsi – Modeling, Texturing
- Software – Maya(Mental Ray) – Animating, Lighting, Rendering
- Software – After Effects, Shake, Fusion – Compositing
- Software – Photoshop – Texturing
- Software – Sound – Audition
- Voice – Eric, June.
- **All processing is done by myself (no help from others)**

(I put names on credit but it is because of they were my classmates and professor)

Reel 2008

- Animating assignments

Sheridan College assignments

Software – Softimage|XSI (modeling, texture, Compositing),
Maya(Animating, Lighting, Rendering)

- Tae Kuk Ki – Live Action Software – Softimage|XSI – crowd simulation
Used XSI and Behavior for crowd animation. Mocap data was imported
And mixed it in XSI
- The Other World Story **Short Animation**
Software – Softimage|XSI – All processing
Software – Shake, AfterEffects – Compositing
Software – Photoshop, Painter – Texturing
All processing is done by myself
- The Restless Rental Software – Softimage|XSI – wire animation
Software – Maya – Character animation
Used XSI for wire animation. I set up rigging myself and animated it
- A Ra Han Software – Softimage|XSI – flying objects animation
Used XSI for flying objects animation.
- Blue Swallow Software – Softimage|XSI – aircraft animation
Used XSI for aircraft animation for almost 1/4 shots of climax shots.
- Sky Runner – TV series Software – Max – Lighting
Software - Shake – Compositing
Software – After Effects – Compositing
- TV commercials software – XSI, Shake, After Effects
Most of animating was done by myself. Some of modeling, lighting, and
Compositing were done by myself.