

Aiden Kim

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Online Profiles: - Creativeheads.net / - LinkedIn

Objective:	<ul style="list-style-type: none"> - Preferably work as a character/environment artist in a professional environment. (Also interested in any junior artist position as well.) - Improve my creative, artistic, and technical skills. 	
Education:	2002 – 2006 Kapi'olani Community College	Majored in New Media Arts. (Specialized in Computer Animation)
Work Experience:	2004 ~ 2006 Kapi'olani Community College	Student employment as a technology monitor in the New Media Arts computer labs
	2006 Mobicore, LLC, Honolulu, HI	Worked on unnamed / cancelled Next Gen Title for Xbox360 with Unreal 3 Engine) Position: Game Artist
	2007 American Cabinetry (Kitchen Remodeling Company)	Web Designer (Joomla CMS) / Web Content Manager
Software:	<ul style="list-style-type: none"> - Autodesk Maya (Primary) - Autodesk 3ds Max (Secondary) - Pixologic Zbrush - Skymatter Mudbox - Unreal 3 Engine (Basic) - Adobe Photoshop CS - Adobe Premiere Pro / After Effects (Basic) 	
Skills:	<i>-Modeling:</i>	<ul style="list-style-type: none"> - Character / Environment modeling - Low poly modeling using normal maps - Image based modeling
	<i>-Animation:</i>	Animation based on body motion. (Skillful with fine-tuning animation using Graph Editor in Maya.)
	<i>-Texturing:</i>	Proficient with doing UV layout and creating textures (Diffuse, Specular, Displacement, Bump and Normal maps) with Zbrush & Photoshop.

	- <i>Rigging:</i>	Simple bone structure of human with IK/FK switching enabled. Facial rig using blendshapes and set driven key. Also proficient with skinning.
Personal Profile:	<ul style="list-style-type: none"> - Possess strong traditional art skill. (Figure Drawing / Oil Painting) - Good understanding of human anatomy. - Very creative with a determination to complete tasks within deadlines. - Possess good team spirit and also like to work in highly competitive environment. - Fast learner. - Bilingual. (Korean, English) 	
References:	Scott Marison Former: Director/ VP of Product Development at Mobicore, LLC Present: Senior Software Engineer at Monolith Productions	E-mail: scott.marison@yahoo.com
	Nate Clowar Former: Lead Artist at Mobicore, LLC Present: Freelance Artist	E-mail: nate@clowar.com Web: http://www.clowar.com
	Marc Brassard Former: Level Designer at Mobicore, LLC Present: Senior Designer at Threewave Software	E-mail: marc_brassard@hotmail.com
	Neil Choy Former: Environment Artist / Animator at Mobicore, LLC Present: Freelance Artist	E-mail: nchoy8@yahoo.com
	Sharon Sussman Former: Digital Development at DreamWorks Feature Animation Present: Professor (Animation) at Kapi'olani Community College	E-mail: ssussman@hawaii.edu