

Robin Kim

3D Artist / AR Art Director

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(310) 447-8388

EXPERIENCE

Instagram

April 2018 - Nov 2022

AUGMENTED REALITY ART DIRECTOR/ 3D ARTIST

Discovering new future product opportunities and visualizing the product use-cases for kicking off new product strategy and collaboration with large cross-functional engineer teams for new innovative capabilities releasing 1P and 3P creators.

Motion Graphic Production Companies

May 2015 - April 2018

3D Artist - Vray, Redshift Lighting, Character Animation

Freelance 3D artist specialized in Vray and Redshift lighting, and character rigging and animation in production. Worked closely with CG supervisors and creative directors on multiple projects; Nike, San Manuel, Gshock, NCAA, Oreo, Corona, Hotwire, Target, Dairy Farmers of Canada, etc.

Logan

April 2015 - September 2015

3D Animation Lead

Freelance as an animation lead on Apple Emojis project, leading 6 animators to execute 100 different emojis expressions for the new Apple Watch.

Brand New School

May 2006 - April 2015

CG Lead

Take full responsibility on 3D pipeline, rigging, animation, texturing, and lighting look-dev and lead 3D teams including contractors.

SOFTWARES

Maya

Mudbox

Substance Painter

PFTrack

Photoshop

Illustrator

After Effects

Vray

Redshift

Arnold

SKILLS

Collaboration

Leadership

Mentorship

3D Modeling

3D Rigging

3D Texturing

3D Character Animation

3D Lighting

Compositing

PATENTS

Motion & Audio Beat

Synchronizer

Reactive 3D Eyelash with blinks

EDUCATION

Otis College of Art & Design

DIGITAL MEDIA 2006

Sept 2003 - May 2006