

Robin Kim

3D Artist / Art Director

www.renderobin.com

(pw:1234)

renderobin@gmail.com

(310) 447-8388

EXPERIENCE

@Magnit Global (Contractor at Apple Inc) - 3D Artist

Jan 2023 - Oct 2025/ April 2026 - Current

Developed high-fidelity product lighting and animation for **confidential global launch sequences**.

Collaborated with Art Directors to ensure brand consistency for premium product assets.

XYZ - 3D Artist

March 2026 - March 2026

Delivered high-fidelity V-Ray lighting and Nuke compositing for confidential Google products

Collaborated with Art Directors to ensure premium visual quality and brand consistency for global assets.

King & Country - 3D Artist

October 2025 - December 2025

Delivered Redshift lighting, modeling, and look-dev for a **Netflix NFL commercial**.

Managed assets across rigging and tracking phases under high-pressure production deadlines.

Meta - Instagram - AR AD/3D Artist

April 2018 - November 2022

Visualized product use-cases to drive **AR product strategy** and cross-functional engineering collaboration.

Lead artistic vision for 1P/3P creator tools, bridging creative intent with technical execution.

Motion Graphic - 3D Generalist

April 2015 - April 2018

Executed V-Ray/Redshift lighting and animation for global brands: **Nike, G-Shock, NCAA, Target**.

Partnered with CG Supervisors to refine look-dev processes and technical workflows.

Brand New School - CG Lead

May 2006 - April 2015

Overseer of full 3D pipeline, rigging, and animation; managed multidisciplinary teams of staff and contractors.

SOFTWARES

Maya

Nuke

Mudbox

Substance Painter

PFTrack

Photoshop

Illustrator

After Effects

Vray

Redshift

Arnold

SKILLS

3D Lighting

3D Modeling

3D Rigging

3D Texturing

3D Character Animation

Compositing

PATENTS

Motion & Audio Beat

Synchronizer

Reactive 3D Eyelash with blinks

EDUCATION

Otis College of Art & Design

DIGITAL MEDIA 2006

Sept 2003 - May 2006