

Robin Kim

3D Artist / Art Director

www.renderobin.com (pw:1234)

renderobin@gmail.com

(310) 447-8388

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

Jan 2023 - Current 2026

- Developed high-fidelity **product lighting and animation** for confidential global product launch sequences.
- Collaborated with Art Directors to establish and maintain visual quality and brand consistency across premium product assets.
- Delivered production-ready 3D assets and visual content within fast-paced, high-profile product development environments.

Meta - Instagram - AR AD/3D Artist

April 2018 - November 2022

- **Cross-Functional Leadership:** Bridged creative direction, 3D production, and product development across cross-functional teams (PM, Design, Engineering) to launch Instagram's initial suite of 3D World Tracking AR experiences.
- **User Research & Data-Driven Iteration:** Participated in qualitative user research sessions with teen demographics, testing interactive AR prototypes to uncover usability bottlenecks and directly shaping feature iteration cycles prior to global engineering rollouts.
- **Product & Capability Strategy:** Partnered with PMs to shape product roadmaps and author PRDs, defining functional requirements, visual reference demos, and development priorities for capabilities including 2D hand, 2D body, and 3D body tracking.
- **Camera Feature Innovation:** Ideated, prototyped, and directed end-to-end development of camera features including Superzoom 2, long-distance hand detection for Hands-Free recording, and video transitions and effects for early Reels experiences.
- **Spark AR Creator Ecosystem:** Collaborated closely with computer vision engineers to develop and refine training data and edge-case tracking capabilities, including full-body rotation and extended-range tracking, enabling more advanced AR experiences for third-party creators.

Motion Graphic - 3D Generalist/Lighter/Comp

April 2015 - June 2026

- Delivered **V-Ray and Redshift lighting, modeling, look development, and animation** for global brands including Netflix, Nike, G-Shock, NCAA, and Target.
- Managed 3D assets through **rigging, tracking, and compositing** while working with CG Supervisors and Art Directors to refine visual quality and production workflows.
- Delivered high-fidelity **V-Ray lighting and Nuke compositing** for confidential Google product projects.
- Collaborated with Art Directors to achieve premium visual quality and consistent presentation across global product assets.

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

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