

DANIEL Y. KIM

DANIELKIM.DESIGNER@GMAIL.COM

www.danielkimdesign.com

Austin, TX, USA

Credited Games

- Critical Mess
- Deadweight
- Republique

Experience

DK VIP Lounge, Austin, TX

2014 – Present

- Video Game Designer. Designed, scripted, and created art for the games Critical Mess and Deadweight, both first-person games made with Unity and released on Steam.

Super Happy Fun Fun, Austin, TX

April 2019 - Aug 2019

- Contract 3D/2D Artist. 3D modeled, textured, and rendered high resolution backgrounds for 2.5D game stages. Prototyped and implemented vfx and particle animations.

Camouflaj, Bellevue, WA

2012 – 2013

- Level Designer and 3D Artist. Designed levels, world maps, and contributed 3D art assets for environments and props of the game Republique, a Unity game released on iOS, Android, PC, Mac, PS4, and VR.

Education

University of Washington, Seattle, WA

2009 – 2012

- BA in Architecture

Skills

Unity 3D, Playmaker Scripting

Unreal Engine 4, Blueprints

Maya, Mudbox, Blender, Sketchup

Photoshop, Illustrator, Substance Painter, GIMP

Premiere Pro, After Effects, Audition, Davinci Resolve

Game Design, Level Design, Sound Design, UI Design

Combat Design, FPS Gameplay, Single-player, Scripting

3D Animation, Photography, Motion Tracking, 3D Compositing

Git, Unity Collaborate, Google Drive, Slack, Discord