

DANIEL Y. KIM

DANIELKIM.DESIGNER@GMAIL.COM

www.danielkimdesign.com

Austin, TX, USA

Credited Games

- Critical Mess
- Deadweight
- Don't Let It Die
- Super Scooter

Experience

DK VIP Lounge, Austin, TX

2014 – Present

- Video Game Designer. Solo artist, designer, and developer of first-person games made with Unity 3D that are published across Steam and itch.io.

Elite VR Training, Austin, TX

Feb 2020 - Present

- Contract 3D Artist. 3D modeling, texturing, and technical art for high fidelity vehicle, prop, and environment assets optimized for Unity 3D in industrial VR training applications.

Super Happy Fun Fun, Austin, TX

April 2019 - Aug 2019

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

Education

University of Washington, Seattle, WA

2009 – 2012

- BA in Architecture

Skills

Unity 3D, Playmaker Scripting, Unreal Engine 4, Blueprints
Maya, Mudbox, Blender, Photoshop, Substance Painter, GIMP, Topogun
Premiere Pro, After Effects, Audition, Audacity, Davinci Resolve
Game Design, Level Design, UI, Combat, FPS Gameplay, Single-player, Scripting
3D Animation, Character Art, Photography, Motion Tracking, 3D Compositing