

DANIEL Y. KIM

DANIELKIMDESIGN.COM

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Austin, TX, USA

Abilities

Game Design, Level Design, Prototyping, Gameplay Scripting
3D Game Art, High/Low Poly Modeling, PBR Texturing, Optimizing for Mobile/VR
Written and Visual Communication of Ideas, Leadership and Mentoring

Experience

DK VIP Games, Austin, TX

Jan 2018 – Present

- Video Game Designer. Solo artist, designer, and developer of first-person, third-person, and VR games made with Unity 3D that are published across Steam and itch.io. Handling all aspects of game development including prototyping and level design.

Online Learning Platforms, Austin, TX

Jul 2019 – Present

- Online Course Instructor. Published several courses on topics ranging from 3D game art, character art, to concept art on the Udemy and Skillshare platforms. Taught over 500 students and counting.

Elite VR Training, Austin, TX

Feb 2020 - Mar 2021

- Contract Lead 3D Artist. 3D modeling, texturing, and technical art for high fidelity props, vehicles, and environment assets in industrial VR training apps using Unity 3D. Designed layouts for environments. Established technical art pipeline and wrote documentation. Oversaw and reviewed assets created by other artists.

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 for plug-n-play titles. Prototyped and implemented vfx and particle animations.

Education

University of Washington, Seattle, WA

2009 – 2012

- BA in Architecture

Software

Unity 3D, Playmaker, C#, Unreal Engine 4, Blueprints
Maya, Blender, Photoshop, Affinity Photo, Substance Painter, Topogun
Premiere Pro, After Effects, Davinci Resolve