

# DANIEL Y. KIM

DANIELKIMDESIGN.COM  
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Austin, TX

## Abilities

Game Design	3D Art	2D Art
Level Design	High Poly	Drawing
Prototyping	Low Poly	Painting
Scripting	PBR Texturing	Graphic Design

## Software

Unity	Maya	Topogun
Unreal Engine 4	Blender	Marvelous
Unreal Engine 5	Photoshop	Zbrush
Blueprints	Substance	C#

## Experience

**DK VIP Lounge** Austin TX Jan 2018 - Present

**Game Designer** Developed and published 2 first person games on Steam. Currently prototyping a VR compatible 3rd person game in Unity as well as a 1st person casual stealth game in Unreal Engine 5.

**Pollinate** Portland OR May 2021 - Present

**Remote 3D Generalist** 3D modeled and textured various garments and consumer hardware products for name brand clients. As part of the Spectrum Customizer team under the Pollinate ad agency, I provided high fidelity 3D assets designed for real-time interaction so that custom product designs can be previewed in online stores.

**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 1000 students and counting.

**Elite VR** Austin TX Feb 2020 - Mar 2021

**Lead 3D Artist** 3D modeled, textured, and optimized high fidelity props, vehicles, and environment assets in industrial VR training apps using Blender, Substance Painter, and Unity. Designed layouts for environments. Established and documented a 3D art pipeline focused on VR optimization. Reviewed art assets.

**Super Happy Fun Fun** Austin TX Apr 2019 - Aug 2019

**3D Artist** 3D modeled, textured, and rendered high resolution pre-rendered backgrounds for various game stages in 2.5D plug-n-play titles. Implemented vfx and particle animations.

## Education

**University of Washington** Seattle WA 2009 - 2012

BA in Architecture