

TAE YANG KIM

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Digital Artist

412.735.2114

<http://www.andrew.cmu.edu/user/taeyangk>

OBJECTIVE

Seeking for 3D artist job position in the Entertainment industry

EDUCATION

- **Carnegie Mellon University**, Pittsburgh, PA, USA Aug.07 - May.09
 - Master of Entertainment Technology www.etc.cmu.edu
 - An interdisciplinary master's degree jointly conferred by the College of Fine Arts and the School of Computer Science which focuses on research and development of entertainment experiences
- **Ewha Woman's University**, Seoul, South Korea Mar.01 - Feb.06
 - B.S., Environmental Science and Engineering www.ewha.ac.kr
- **Art-Phil Institute**, Seoul, South Korea Jan.06 - Aug.06
 - Drawing, sculpting and painting

WORK EXPERIENCE

- **3D Artist (Intern)**, Project 'Empire Online', Divide By Zero Games, Seattle, WA Jun.09 - Present
 - 3D modeling, texture mapping and lighting with 3DS MAX
 - Pixel art for iPhone game

STUDENT PROJECT

- **3D Artist**, Project 'Seesaw', ETC, Redwood City, CA 2009 Spring
 - Researched game design aimed at finding the best balancing technique to create a player-skill based multiplayer game.
 - Created MMORPG style environment with Maya and OGRE engine
 - Responsible for modeling environment, texturing and concept art
- **Art Director**, Project 'Hatch', ETC, Redwood City, CA 2008 Fall
 - Created 3 different applications (a game, toys) for spherical shaped projection display device developed by Global Imagination. <http://www.globalimagination.com/>
 - As a sole artist, modeled, textured, animated 3D art assets and designed UI
- **Artist & Producer**, Project 'Immunology', ETC, Pittsburgh, PA 2008 Spring
 - Designed and created an educational web downloadable game about the immune system and regenerative medicine. www.sepa.duq.edu/games/poorbenny.html
 - In the role of team producer and artist, organized team, kept project on schedule, provide art assets, contributed to game design and conducted user play tests
- **3D Artist, Building Virtual Worlds**, ETC, Pittsburgh, PA 2007 Fall
 - Developed interactive virtual worlds in two week cycles with interdisciplinary teams
 - Designed characters and concept art, painted textures for 3D models

SKILL

- **3D Application:** 3DS Max , Maya, Mental Ray, Zbrush, Mudbox, Artifex Terra 3D
- **2D Application:** Adobe Photoshop, Dreamweaver, Flash, Premiere
- **Script:** Mel Script, HTML
- **Language:** English, Korean, Japanese
- **Misc:** Perforce, SVN, Microsoft Word, PowerPoint, Excel

EXPERIENCE

- Published 2 books (Science fiction and travel sketches about Japan) in Korea, 2008
- Published and translated Visual Dictionary, 2007
- Worked for the Korea Foundation for the Advancement of Science and Creativity(KOFAC) 2006-2007
- Chief and member of the Writing , 2003-2006
- Member of Yacht Club, 2001-2002