

Hwang Youn Kim

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OBJECTIVE

To offer my programming, 3D animation and technical skills for the position of the Artist.

EDUCATION

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| Carnegie Mellon University, Entertainment Technology Center Master of Entertainment Technology | Aug 2013 - May 2015 |
| Soongsil University, Korea Bachelor of Engineering | Mar 2005 - Aug 2011 |

MULTIMEDIA RELATED WORK EXPERIENCES

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| 3D Artist Questyinz project, ETC, Pittsburgh PA <i>-Team Monkey Business is working with the Allegheny County Library Association(ACLA) to develop an additional component for Questyinz, their interactive virtual tool which addresses aliteracy through gaming. (http://www.etc.cmu.edu/projects/monkey-business/)</i> | Spring 2014 |
| Producer Building Virtual Worlds project, ETC, Pittsburgh PA <i>- Designed a Projection mapping game called Youn Kim's Disco Club.</i> | Nov 2013 |
| 3D Artist Building Virtual Worlds project, ETC, Pittsburgh PA <i>- Designed a virtual world, 3d characters and animations for an educational game called Against All Odds. - Designed a virtual world and 3d characters for a Kinect game called ETC pizza restaurant. - Made 3d characters and animations for a Leap motion game called Super Crush Brothers. - Designed a virtual world, 3d characters and animations for a Leap motion game called When the moon fell.</i> | Fall 2013 |
| Research Assistant Magic Lab (computer graphics), Soongsil University, Seoul, Korea <i>- Designed electric street lights. Wind powered, artistic.</i> | Feb 2011 - Aug 2011 |
| Actor, Media producer Empowering Education Project Department of Creative Writing, Soongsil University, Seoul, Korea <i>- Main character, and Animator for 3D animation in the play.</i> | May 2010 - Jan 2011 |
| Actor, Media producer The 5 th Keochang University Festival of Theatre, Seoul, Korea <i>- Researched Korean classical literatures and to make movies, plays and documentary films with them. Collaborated tales and stories and then made the database.</i> | May 2010 - Oct 2010 |

TECHNICAL SKILLS

Languages: C++, C#, Processing

Software: 3ds studio Max, Maya, Premiere Pro, Photoshop, Illustrator, After Effects

AWARDS AND ACTIVITES

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| 3rd place Poetry and Performance Competition, Soongsil University <i>- Made a 2D animation and did a live performance.</i> | Oct 2011 |
| Honorable mention (Game Simulation) Korea Game Society Competition <i>- Programmed 3d characters and animations by using 3ds MAX and made a sensor which responds to the ball thrown by the pitcher.</i> | Jun 2010 |