JIHYUN KIM
Character Technical Artist

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Character TD with a deep understanding of anatomy, facial expression, and rig design, who enjoys developing new tools and techniques to enhance a team's performance and is ready for problem-solving.

EDUCATION

MFA Animation & Visual Effects, Emphasis in Rigging

Academy of Art University | San Francisco, CA | Aug 2018 - May 2022

BA Educational Technology

Ewha Womans University | Seoul, Korea | Feb 2011 - Feb 2015

TOOLS

Autodesk Maya, Arnold, Nuke, ZBrush, Shotgrid, Adobe Photoshop, Premiere, After Effects, Python, Mel

SKILLS

Rigging, Scripting, Character Animation, Cloth Simulation, Motion Capture, Rendering
Teamwork, Collaboration, Problem Solving, Documentation

EXPERIENCE

Character Rigger

StudioX, *Finny and the Seal Hotel*, animated short film

San Francisco, CA | Oct 2019 - present

- Rigged three hero characters in Maya and addressed the animator's request in a timely manner
- Collaborated with the director and artists to improve rig performance, update the models
- Rendered animation in Arnold and composited in Nuke to ensure final visualization

Character Technical Artist

StudioX, *Aurora*, animated short film

San Francisco, CA | Jul 2021 - Jun 2022

- Used Metahuman from Unreal Engine to customize the rig for the show
- Researched and developed workflow of retargeting motion capture data from Rokoko to custom rig and filmed step by step videos for fix animators

Character Rigging Mentee

ILM mentorship, San Francisco, CA | Sep 2020 - Jun 2021

- Participated in mentorship with professional Creature TD from ILM
- Learned diverse approaches to rigging methods and working attitude as a character technical artist

Freelance Animator

JMCultures, 0.0MHz, Korean horror movie

Seoul, South Korea | Dec 2018 - Mar 2019

- Animated a ghost creature with xGen hair rig, a ghost crow, and moths for the show

AFFILIATIONS

Women in Animation