



Kijoon Shin

3D Artist AND Game Designer

Education:

(2003 - 2005)
UC Irvine
Information and
Computer Science
- Irvine, CA

(2013 - 2016)
Otis College of Art
and Design,
BFA in Digital Media

Honors:

Dean's List (2013-2016)

Graduated from Otis
with honors.

Skills:

- Maya
- Unreal Engine
- Substance Designer
- Substance Painter
- Zbrush
- Photoshop
- After Effects

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Northridge, CA

About:

I am a 3D artist with a focus on creating environments and props for games. My goal is to create navigable spaces that immerse players, invoke emotions, and tell stories through design, details, and atmosphere.

Job Experience:

(Dec 2018 - Ongoing)
Northridge, CA

Media, Mind & Magic -
After Effects Animator

Worked on the Korean localization team for a video series created by the Bible Project organization. Responsible for animating text elements and adjusting original art if necessary.

(June 2016 - Oct 2017)
Burbank, CA

VR Sports - Freelance 3D Artist

Worked on an unreleased VR game as 3D environment modeler.

(2007 - 2008)
Santa Clarita, CA

NeoExperience, Inc - Assistant, Design

Assisted in producing the Animated Classical Music for Babies series of DVDs. Helped design various aspects of the project and gave feedback on the work in progress.

Notable School Project Experience:

(Fall 2015)
Los Angeles, CA

Member of game environment project team

Worked in a team with classmates to build a playable environment within Unreal Engine 4 for a semester assignment. Assets were built using Maya, Photoshop, and Substance Designer/ Painter. Also composed assets into the UE project and handled blueprints.



(April - May 2013)
Los Angeles, CA

Directed group short film project

Was placed into a team to create a live action short for a semester final. Project started with unclear story goals and organization. Started making cinematographic decisions and eventually took over directing duties. Drafted a story idea, created shot plans, organized and executed the production.