



# Sorim Kim

Visual Development Artist / Character Designer

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A visual Development Artist Experienced with 2+ years of working in a production team in the animation industry and contributed to one of the most popular kid's animation (Ghost Mecard) and (Dino Mecard) in South Korea. Willing to navigate the new world with inspiring ideas in the conceptual positions.

## EDUCATION

- Fall 2019 - 2022 **MFA Visual Development Academy of Art University**  
Relevant courses: Character Design, Drawing and Design for Animation, Advanced Perspective for Illustration, Film & Games Environment Design for Visual Development
- Mar 2016 - Feb 2019 **MFA Design Ewha Womans University**
- Mar 2010 - Feb 2016 **BFA Ceramic Arts & Media Interaction Design Ewha Womans University**  
Double Major

## PROJECTS

- ⟨Ghost Mecard⟩ **Production and Development Team**  
⟨Dino Mecard⟩  
⟨undisclosed Project⟩ **Visual Development & Character Designer**  
[Choirock Contents Factory, Korea](http://choirockcf.com)  
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- Jul 2017 - Jun 2019
- Was in charge of managing work pipeline and schedules for ⟨Ghost Mecard⟩ and ⟨Dino Mecard⟩
  - Communicated with multiple departments to finalize animation series and collaborated with outsourcing companies.
  - Worked with pre-production department crews to create early character designs, outlooks and atmospheres, model packets, rough storyboards to develop new projects.

## FREELANCING

- ⟨Bang Bang Board Game⟩ **Character Illustration, Icon design, Package Design**  
2022 [Ninetale Corporation, Korea](http://Ninetale Corporation, Korea)  
Created character design, Card design, Main illustration design.
- ⟨undisclosed Project⟩ **Background Illustration** [Pivot Games, Korea](http://Pivot Games, Korea)  
2021 Created a background illustration for mobile games
- ⟨undisclosed Project⟩ **Character Illustration** [Archosaur Games, China](http://Archosaur Games, China)  
2021 Created a Character illustration based on the character sheet.
- ⟨undisclosed Project⟩ **Storage Design**  
2020 Created 3-level Design of Storage Design
- ⟨Human vs Hero zombies⟩ **Character Designer** [MCOCOA Games, Korea](http://MCOCOA Games, Korea)  
2018 Created two Character illustration and character sheets

## SKILLS

**Visual Development / Character Design  
Environment Design / Storyboarding**

### SOFTWARE

Photoshop, Illustrator, Premiere Pro, Maya, Blender

### SOFT SKILLS

Flexible, Organization  
Time Management, Problem Solving  
Adaptable

### TRADITIONAL MEDIA

Oil Painting, Charcoals, Acrylic, Watercolor, Sculpture

### LANGUAGES

English, Korean

## ADDITIONAL EXPERIENCE

- Feb 2019 **Thesis: A Study of Transformation Direction in Transformation Girl Animations**
- 2017-2019 **Teaching Assistant of K- MOOC : Understanding of Animation**  
[Ewha Womans University, Seoul, Korea](http://Ewha Womans University, Seoul, Korea)
- Worked as a research assistant in the Animation Lab and supported visual exhibitions and education in the university
  - Created a storyboard for Introduction to Animation and worked as a teaching assistant for an online course.