

YOUNGMIN KIM

EDUCATION

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| School of Visual Arts | New York, NY |
| ▪ Bachelor of Fine Arts, <i>Computer Art</i> Recipient, May 2008 | |
| ▪ GPA: 3.7, graduated with Academic Honors | |
| University of Michigan | Ann Arbor, MI |
| ▪ Bachelor of Arts, <i>Psychology</i> Recipient, May 2004 | |

SKILLS

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| ▪ Maya | ▪ Photoshop | ▪ After Effects |
| ▪ ZBrush | ▪ Illustrator | ▪ Dreamweaver |

WORK EXPERIENCE

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| Shilo | New York, NY |
| <i>Freelance 3d Modeler</i> | <i>07/2008 – 07/2009</i> |
| ▪ Modeled shoe for Under Armor commercial | |
| ▪ Modeled various electronics for AT&T campaign, including printers, scanners, webcams, etc. | |
| ▪ Modeled Blackberry Pearl Flip as well as Diamond for Cell South commercials | |
| ▪ Worked on six-spot Vonage campaign, modeling various phones such as cell phones, office phones, and PDAs | |
| ▪ Modeled various environmental elements with a team for Guinness commercial | |
| Giovatto Advertising | Paramus, NJ |
| <i>Freelance artist</i> | <i>02/2009- 05/0009</i> |
| ▪ Modeled various T-Mobile phones for advertising purposes | |
| ▪ Modeled 3D environment for in-house car advertisement presentations | |
| ▪ Modeled various objects for commercials and pitches | |
| Digital Mechanism | New York, NY |
| <i>Digital Art Intern</i> | <i>12/2008-02/2009</i> |
| ▪ Time remapped various shots for major motion picture <i>Notorious</i> | |
| ▪ Created various stock animations for Getty Images – modeling, texturing, animation, lighting, rendering, compositing | |
| ▪ Worked on various iPhone apps – modeling, texturing, lighting, rendering, compositing | |
| Mirko Ilic | New York, NY |
| <i>Freelance Artist</i> | <i>09/2008-10/2008</i> |
| ▪ Created promotional poster for SVA using 3D elements | |
| ▪ Created 3D illustration using original and pre-made models for magazine publication | |