

# AMY KIM

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## WORK EXPERIENCE

- **Electronic Arts** June 2015 – Present  
*Concept Artist on an unannounced title*
- **CrowdStar** May 2014 – June 2015  
*Artist & Art Reviewer on the game "Covet Fashion"*
- **Disney Interactive** July 2013 – March 2014  
*Technical & Concept Artist on the game "Disney Hidden Worlds"*
- **Loki Studios** July 2011 – April 2013  
*Character Designer on mobile game "Geomon"*
- **Victoria's Secret** April 2007 – June 2013  
*Elevated Sales Associate*

## PROJECTS

- **Well's Fargo 2014 Lunar New Year Calendar** June 2013 – August 2013  
*Freelance Artist*
- **"Edith and the Bear"** January 2013 – May 2013  
*Background Painter on student film*
- **Isabel Allende's "Maya's Notebook" Book Trailer** March 2013 – May 2013  
*Artist & Video Editor*
- **"Knock On My Door"** August 2012 – September 2012  
*Ink and Color Artist on student film*
- **Green Ninja Project – "For Goodness Rake"** January 2012 – May 2012  
*Background Painter on student film*
- **"Bloom"** December 2010 – February 2011  
*2D Animator on student film*

## ORGANIZATIONS

- Shrunkenheadman Club
- Women in Animation, San Francisco Chapter

## SKILLS

Responsible and adaptable in collaborative team projects. Strong interpersonal skills.

Photoshop, InDesign, Illustrator, Flash, Premiere, After Effects, Maya, Zbrush and Traditional Mediums

## EDUCATION

### San Jose State University

Bachelor of Fine Arts: Animation & Illustration

### Motivarti Mentorship Program

*Mentored by Paramount Animation Art Director Mingjue Helen Chen*

Fall 2007 – Spring 2013

September 2014 – December 2014

## CHARITY

### Rare Candy Gallery and Charity

*Curator & Co-Founder*

Recruited 151 artists to create art for a Pokemon themed gallery. Each piece auctioned off with proceeds going to "Canines for Disabled Kids". Raised over \$10,000 in total bids for CDK and featured on gaming sites Kotaku, IGN, NintendoLife, and more

December 2012 – May 2013

*\*References available upon request*