

## CONTACT



San Francisco, California



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## PORTFOLIO



reimaginary.org



vimeo.com/reystormborn

## EDUCATION

Acadamy of Art University

Master of Arts  
in Animation & VFX

## HARD SKILLS

Maya

Blender

ZBrush

Substance Painter

Substance Designer

Mari

Marvelous Designer

Unreal Engine

Speed Tree

# REi KIM

## 3D ARTIST

I'm a passionate 3D artist who loves bringing colorful 3D objects to life, from crafting concept art to molding them into 3D models across a variety of projects!



## EXPERIENCE

### > 3D Artist ✨

#### *Vive Studios*

##### "AXE" Game cinematic trailer

-Modeling and surfacing characters, weapons, and background props.

##### "Treasure Hunter VR" VR game

-Modeling and surfacing props and backgrounds.

##### "Lotte World VR" VR movie

-Modeling and surfacing characters and props.

##### "Skylanders" Game cinematic trailer

-Modeling and surfacing characters, backgrounds, and props.

### > Concept / 3D Artist

#### *Fun Stay / JR Studio*

##### "Rising Star" Mobile RPG game

-Concept making and Modeling, surfacing 30 kinds of spaceships

##### "Brown Stories" Game cinematic trailer

-Modeling and surfacing characters and props.

### > Prop Artist

#### *The Pinkfong Company*

##### "Pinkfong Wonderstar" TV animation series

-Creating character variation and modeling and surfacing props.

##### "Baby Shark" Feature flim animation

-Modeling and surfacing characters and props.

### > 3D Character Artist

#### *The Planar Danse*

##### "The Fool's Apprentice" PC game

-Modeling, surfacing and rigging characters and props.

### > Web Comic Artist

#### *Shueisha*

-Making character concept and webtoon series for Japanese web comic app magazine.



## AWARDS

Spring Show Award: Stylized 3D Modeling 1st place (2024)

*Academy of Art University*

Shueisha Webtoon Contest: Webtoon(Web comic) 2nd place (2021)

*Shueisha / Studio Reborn*