

SEON-A KIM

3D Graphic Desinger

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PROFILE

Starting from a major in fashion design, I have created innovative and original designs through collaborations in various fields such as 3D motion graphics and game graphics.

EDUCATION

Chung-Ang University Bachelor of Art in Fashion Design GPA : 4.0 / 4.5 2019 - 2015

SKILLS

Photoshop Illustration PromierPro AfterEffect Substance Painter MarvelousDesigner
Cinema 4D Blender Maya Zbrush Unreal

WORK EXPERIENCE

GENTLEMONSTER Present-2023

Gentle Monster is a leading South Korean sunglasses brand that offers unique designs and artistic installations, creating gallery-like retail spaces to provide consumers with new experiences.

Junior VR Game 3D Graphic Designer

Character and Virtual Environment Design

- Designed and developed unique characters, clothing, and animations to create an immersive and engaging VR gaming experience.
- Promoted Unreal Engine to design and implement diverse virtual environments, 3D assets, and architectural elements, ensuring optimization for real-time demonstrations and maintaining high visual fidelity.

Interactive Systems and User Experience

- Conducted research and development on interactive technologies using controllers in VR environments. (e.g., picking up items, implementing TV systems, and developing zombie AI systems).
- Actively participated and congregated ideas such as degree of freedom, user's movements, and rewarding and compensating systems of VR games to increase user immersiveness.
- Reconstructed retail environments in VR and created interactive systems for product placement.

SAMPLAS Select Shop 2023-2019

Samplelas is a select shop that discovers and showcases emerging designers and rising brands, aiming for mutual growth through brand incubation.

Senior Art Director

Visual Design and Content Creation

- Oversaw the overall planning and production of 3D content for SAMPLAS.
- Directed the visual design of SAMPLAS store interiors and department store pop-up events, serving as the Visual Art Director and VMD Designer.

Fashion Design and Brand Management

- Managed the design and production of apparel for SAMPLAS's in-house brand "Meantime."
- Participated in the buying and curating process for trendy domestic and international womenswear brands through visits to overseas showrooms.

ACTIVITIES

Kolon Hello Dream Project 2017

Participated in a hospital gown design project for children with cancer in collaboration with Kolon's upcycling brand RE;CODE.

HAZZYS 3D Content Competition for Sustainable Environment 2023

Collaborated with HAZZYS, a brand under LG Fashion, to participate in a 3D content competition themed around creating a sustainable environment.

AWARD

Bronze Prize in Fashion Illustration Competition 2017
By The Korea Fashion Illustration Association 📍 Dongjak-gu, Seoul, Republic of Korea

Bronze Prize in Fashion Product Planning Contest 2017
By The Korean Society of Clothing and Textiles 📍 Gangnam-gu, Seoul, Republic of Korea

CERTIFICATION

Certified National Colorist Qualification 2020