

✉ jasondkim@gmail.com

☎ 385 277 0333

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Jason Kim

Zbrush, Maya, Photoshop, Illustrator, InDesign, Premiere, After Effects

Art Director Red Interactive | Feb 2017 – Present

- Art direction and concept art for mobile and VR experiences
- Pitch ideas and discuss implementation with various client

Artist | Designer Cast AR | Jul 2016 – Feb 2017

- Art direction and concept art for AR games
- UI convention design for AR platform
- Game design
- UI/UX
- Animation
- Storyboarding

Lead Concept Artist Disney Interactive | 2007 – 2016

- Art direction/design/production of toy figurines, marketing, game assets
- Worked with directors/IP stake holders to ensure brand integrity
- Art direction of outsourced assets
- Product design

Visual Development Artist Nick Jr. | Mar 2016 – Present

- Develop characters for television series with show creators, translating ideas into visuals for executive pitches

Product Designer Emoters | Sept 2015 – Mar 2016

- Consulted on character and product design
- Ideation and concept design of robotics
- Development of key insights resulting in redesign of product aesthetics

Visual Development Artist Sony Pictures Animation | Jan 2015 – Apr 2015

- Worked with Director and Production designer in early development of character design and personality
- Contributed solutions to move project past significant roadblocks

Early Employment

Artist Rune Entertainment

- Illustration/Design

Visual Development Artist Starz

- Animated features

Assistant Animator Chuck Gammage Animation

- TV commercials: Cheetos, Frosted Flakes, Shreddies

Animator Yowza Animation

- Feature Films: Eight Crazy Nights, Kronk's New Groove, Fat Albert