

Danny Kim

Senior Technical Artist & 3D Generalist

CG/VFX · Motion Design · Real-Time Pipeline

CONTACT

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SKILLS

3D Pipeline

Modeling · Rigging · Animation · Texture Baking · Rendering · VFX

Motion & Video

Motion Graphics · Particle FX · Post-Production

Real-Time & XR

Unreal Engine · VR/AR · Live Viz

Technical

Python · Xpresso · Pipeline Automation

Design

Automotive · Product · Display · Retail · UI/UX

AI Tools

Claude · Midjourney · ChatGPT · Gemini · Vizcom

SOFTWARE

Cinema 4D · Maya · Blender · Rive
Unreal Engine · Twinmotion
Redshift · Octane · Vray
After Effects · Premiere · DaVinci Resolve
Photoshop · Illustrator · Figma

EDUCATION

Master of Art in Animation & Art

DePaul University, Chicago IL

Bachelor of Architecture

Illinois Inst. of Technology, Chicago IL

CERTIFICATIONS

Gnomon – Digital Production
DesignLab – UX Academy
Coursera – UI/UX, Unreal, Python

LANGUAGES

English (Fluent) · Korean (Fluent)

PROFILE

High-impact CG/VFX Generalist and Technical Designer with 10+ years bridging complex engineering data and world-class visual storytelling. Proven track record optimizing production pipelines — increasing efficiency by up to 500% — for industry leaders including Apple, General Motors, and Riot Games.

CORE COMPETENCIES

3D Pipeline: Modeling, Rigging, Animation, Rendering, VFX

Tech Art: Python, Xpresso, Unreal Engine real-time development, asset optimization

Creative Direction: UX/UI Design, Motion Graphics, Concept Development, Brand Identity

EXPERIENCE

Senior Motion & 3D Designer · [General Motors](#) · 2022 – Present · Warren, MI

- Lead 3D evolution of the UX Creative Direction team, transforming engineering data into high-fidelity asset libraries used across departments.
- Spearheaded pipeline-streamlining initiatives, reducing render times and establishing reusable workflow systems for consistent visual output.
- Delivered motion projects for key reviews and events — UI motion studies, animated gauge and instrument displays, and full 3D scene composites merged with live video.

CG Generalist · [Faraday Future](#) · 2021 – 2022 · Gardena, CA

- Produced futuristic 2D/3D motion graphics with Trapcode Suite & X-Particles; optimized Maya/C4D assets for VR/AR and Unreal Engine pipelines.
- Optimized assets for VR/AR and Unreal Engine pipelines, bridging visual design and real-time product prototyping.

Senior 3D Artist · [VTpro Design](#) · 2021 · Los Angeles, CA

- Designed the headline entrance installation for **Riot Games' Arcane 2021 global launch** — a large-scale physical and digital experiential activation.
- Developed immersive 3D environments in Cinema 4D for major brand activations under tight production schedules.

3D Artist · [Silent House Productions](#) · 2019 – 2021 · Burbank, CA

- Built custom Python & Xpresso workflow tools in Cinema 4D, significantly improving team-wide production speed.
- Design and deliver renderings and real-time Unreal Engine fly-throughs and live demos for global events: **Taylor Swift, BTS, Drake, Samsung, and CrowdStrike**.

3D Visual Artist · [Times10](#) · 2018 – 2019 · Burbank, CA

- Designed and animated rigged super-deformed 3D characters for social media campaigns
- Full post-production and branded video editing.

3D Generalist · [USA Vape Lab](#) · 2018 – 2019 · Huntington Beach, CA

- Storyboarded and produced 100+ animations from scratch; created infographics, instructional videos, and typography-driven branded content.

Senior 3D Designer (Contract) · [Apple](#) · 2016 · Culver City, CA

- Rigged Beats production models, dramatically cutting concept-to-final turnaround time.
- Designed Point of Purchase retail displays for Beats products, launched across all U.S. electronics retailers.

3D & Conceptual Designer · [Origin](#) · 2013 – 2018 · Burbank, CA

- Won **Design of the Times (DoT) Silver Award** for the Epson Endcap display project.
- Engineered a proprietary workflow template that increased design-to-delivery speed by 500%, serving Epson, Microsoft, NYX, SimpliSafe, and others.