

Sung-churl Kim

547 SOUTH ST #3 / GLENDALE / CALIFORNIA / 91202 / 415-786-7067

sungchurlkim@gmail.com

<http://www.sungchurlkim.com/>

OBJECTIVE : Seeking a position for **3D Character and Hard Surface Modeler** in motion picture, visual effects, and 3D Animation

EXPERIENCE:

METHOD STUDIOS Santa Monica, CA. **2011_present**

Character and Hard Surface Modeler

Modeler for **Film Work**

Iron Man 3

Riddick 2013

Clown 2013

Divergent 2014

Beautiful Creatures 2013

The Master 2012

Modeler for **Commercial Work**

Kia_Optima 2012 Super Bowl Ad_Dream/

Hulu Plus 2012 Super Bowl Ad_Huluboratory/

DirectTV_Troll/ Axe Hair Anti-Dandruff Dusted/

HALO 4_The Commissioning/ Nissan Pathfinder_Birds/

Isis Mobile Wallet_Phone Chase/ California Cheese_Cow/

Dodge Dart_How to Make a Great Car Interior_2012/

Dodge Dart_How to Make a Car for an Unsafe World/

Dodge_Ram Fish/ Fox Sports_MLB on FOX Postseason/

Soda Stream_The Soda Stream Effect/ Norton_Newphoria/

Kia_Sorento 2013 Super Bowl Ad_Space Babies/

Kia_Porte 2013 Super Bowl Ad_Hotbot/

Reliant_The Reliant Keep it Cool Plan/

Old Navy_Boardwalk Summer Fair/

Old Navy_Now Boarding/ Bacardi_Pineapple Fusion/

Norton_Mobile/ NBA_Finals/

GEAR ROBOT LLC Los Angeles, CA. 2010
Modeled, and textured wide variety of 3d objects and TV commercials

ADDITIONAL EXPERIENCE:

Architect, Hyoja Construction Co., Ltd. **May 2001 - February 2004**

- Designed buildings, houses and city plans
- Supervised construction in the field

Designer, Dukin Interior Co., Ltd. **May 1999 - March 2001**

- Surveyed original interior before designing new indoor space
- Designed rooms
- Estimated and carried out plans

EDUCATION:

Academy of Art University, San Francisco, CA **graduate 2011**
Master of Fine Arts in 3D Modeling

Chosen University of Fine Art, South Korea **1998**
Bachelor of Fine Arts in Sculpture

QUALIFICATION SUMMARY:

High resolution modeling for films, cinematics and videogames
Excellent sculptor with experience with working traditional clays and digital sculpting
Studied extensive human anatomy to better realize my digital characters
Excellent team player capable of motivating others and enjoying problem solving
Solid background in artistic and esthetic sense

SOFTWARE:

3D Package tool: Maya
Modeling Tools: ZBrush, Mudbox
Texturing: Photoshop, UV layout
OS: Linux, Windows

DEMO REEL: <http://www.sungchurlkim.com/>

REFERENCES: Available upon request