



# CHRIS KIM

Motion Graphic Artist  
Media Designer

## CONTACT

### PHONE

+1 661 523 5899

### MAIL

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### WEBSITE

www.chriskimvisual.com

## SKILLS

After Effects ██████████

Cinema 4D ██████████

Unreal Engine ██████████

Blender ██████████

Illustrator ██████████

Unity ██████████

Redshift ██████████

Notch ██████████

## SOCIAL

 [www.instagram.com/chriskimvisual](https://www.instagram.com/chriskimvisual)

 [www.linkedin.com/christopherkim](https://www.linkedin.com/company/christopherkim)

 [www.vimeo.com/chriskim](https://www.vimeo.com/chriskim)

## PROFILE

Chris Kim is a seasoned motion graphic designer and media artist with over a decade of experience across broadcast networks, live events, XR, music videos, and post-production. His expertise spans 2D and 3D design, as well as programming, enabling him to craft immersive visuals for VR, AR, and various entertainment platforms. A creative problem solver, Chris thrives in all stages of production, from concept development to final execution. He plays a pivotal role in uniting teams with diverse skill sets, ensuring seamless collaboration to deliver high-quality and impactful visual experiences. His ability to transform challenges into compelling solutions sets him apart in the ever-evolving media industry.

## EDUCATION

**Hongik University** // Bachelor of Fine Arts

2010 - 2016

### Digital Media Design

Studied design principles and creative processes across various media platforms, including VR, AR, projection mapping, holography, and visual programming.

**California Institute of the Arts** // Master of Fine Arts

2016 - 2019

### Interactive Media for Performance

Focused on developing interactive media content that seamlessly integrates with live performances and physical environments.

## EXPERIENCES

**DesignFever** // Graphic Designer

2013 - 2013

Designed visuals across multiple platforms, including commercial ads, websites, mobile apps, interactive projects, and conference videos.

**Mass Mess Age** // Assistant Director

2014 - 2014

Worked as an assistant director specializing in commercial advertising.

**Silent Partners Studio** // Intern

2018 - 2018

Integrated various software tools to develop real-time compositing and special effects.

**Blink-inc** // Motion Graphic Designer

2019 - Present

Works as both a motion graphic designer and technical director, creating visuals for live events, managing project structures, and troubleshooting workflow issues.

## REFERENCES

**Peter Flaherty** // California Institute of the Arts

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**Jay Jang** // Hong-Ik Univ

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**Myung Chun Park** // Mass Mess Age

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