

YUNA KIM

Immersive storyteller & educator, empowering students to explore, design, and innovate at the intersection of art, technology, and human experience.

CONTACT

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EDUCATION

MFA in Digital Media & Design
University of Connecticut – CT, USA
(3D Motion & Interactive Design)
Class of 2026

BFA in Kinetic Imaging
Virginia Commonwealth University – VA, USA
(Interactive Art & 3D Animation)
Class of 2022, Summa Cum Laude (GPA 4.0)

Art & Technology Program
Sogang University – Seoul, South Korea
Study Abroad, March 2021 – June 2021

SKILLS

Classroom Management
Student Engagement
Curriculum Design & Development
Practice-based / Experiential Teaching
Inclusive & Collaborative Learning
Leadership, Mentorship & Empathy
Communication & Support

Motion Design & Animation
Adobe Creative Suite
Ae / Pr / Ai / Ps / Figma
Story & Concept Development
3D Modeling, Lighting, Rendering
Blender / Cinema 4D / MAYA
Game Engines: Unreal Engine / Unity
Design with AI
Motion Capture / VR / AR
Microsoft Office Suite
Javascript / HTML / CSS
Creative Code / Three.js / WEBGL

English: Full Professional
Korean: Native
Thai: Advanced
Chinese: Intermediate

ACADEMIC POSITION

Instructor of 3D Virtual Worlds & Simulation

Department of Digital Media & Design, UConn, Fall 2024 (Teaching Assistant – Fall 2023)
3 Credits, Average 15 students per section

Guide students through the full creative pipeline in Unreal Engine, beginning with foundational introductions to game engine workflows and progressing through iterative projects that reinforce technical and conceptual learning. Instruction emphasizes the design of real-time 3D environments, including concept development, environment design, landscape sculpting, foliage systems, texturing, lighting, particle effects, blueprints, interaction design, sequencer animation, and real-time rendering. Students are encouraged to take ownership of their learning and engage creatively with open-ended prompts, supported by individualized mentorship and critique, culminating in a professional, well-documented final project presented as an interactive immersive game with an in-engine cinematic trailer.

Instructor of 3D Modeling, Lighting, Rendering II

Department of Digital Media & Design, UConn, Spring 2025 (Teaching Assistant – Spring 2024)
3 Credits, Average 15 students per section

Instruct students in advanced 3D modeling, lighting, and rendering techniques, guiding them through the full creative pipeline from concept sketching to sculpting, modeling, retopology, UV mapping, and texture painting in 3D Coat/ZBrush and Cinema 4D, with final rendering in Redshift to achieve high-quality visuals. Emphasize the use of real-world references, character development, and storytelling to enhance believability in CG work. Foster student ownership and creativity through open-ended prompts, individualized mentorship, and iterative critique sessions that highlight project and time management, process documentation, and revision as essential components of professional growth.

Instructor of Design Lab I

Department of Digital Media & Design, UConn, Fall 2025 – Present
3 Credits, Average 20 students per section

Instruct students in foundational design principles through project-based pedagogy that integrates Photoshop workflows with critical and creative practice. Emphasize visual research, observation, storytelling, and the ethical integration of AI, while foregrounding inclusive imagery, typography, color theory, and compositional strategies to support learning outcomes and the development of professional, portfolio-ready work.

Instructor of Studio in Writing & Multimodal Composition

Department of English, UConn, Fall 2023 – Spring 2024
1 Credit, 3 Sections, Average 35 students per section

A first-year requirement course that brings together students from a wide range of majors and disciplines. Created a collaborative, studio-based learning environment that emphasized digital communication and multimodal design, guiding students to compose across text, image, sound, and interactive media while exploring the impact of design on professional and cultural contexts. Through hands-on projects in remix culture, accessibility, digital citizenship, curation, and usability testing, students built both critical understanding and practical design skills, strengthening their digital media literacy and gaining confidence in creating accessible, ethically produced, and visually compelling work that connects personal expression to broader audiences.

Guest Lecturer – 3D Modeling Course

Fall 2025 – Invited as guest lecturer to present topics in 3D design, emerging technologies, and immersive, interactive design, focusing on 3D motion, interaction design in Unreal Engine, AI-integrated workflow, and professional development.

Guest Lecturer – Interactive Technology Course

Fall 2025 – Invited as guest lecturer to present topics in emerging technologies and immersive, interactive design, focusing on virtual production in Unreal Engine, AI-integrated workflow and interaction, and professional development.

ADMINISTRATIVE EXPERIENCE

KART – Creative Art and Korean Culture

Founder & President, Virginia Commonwealth University (2021–2022)

Created a student organization to foster cultural understanding and creative connection through art and Korean pop culture. Built the organization from the ground up—recruiting members, assigning roles, and planning events, receiving the Awards in Outstanding New Student Organization. Guided peers in skill-share workshops, presenting, instructing, and organizing creative activities. Gained experience in team management, budgeting, event marketing, and audience engagement, while encouraging every participant to take ownership of their learning and creative contributions. Planned and led events that combined art-making with cultural exchange, such as: After Effects / Motion Graphic workshop, Logo & T-Shirt Design Contest, Korean Language Day, International Day, Squid Game Event, Secret Santa Paint Night, "Make Your Mark" campaign, etc. Instagram: @kart_vcu

NON ACADEMIC POSITION**Game Studio Motion Designer**

Krafton Americas Inc., Internship position, May 2025 ~ August 2025

Designed and animated trailers, developer diaries, motion systems, and social media content for AAA and indie games, creating custom motion kits and branded visuals for consistent cross-platform use. Notable projects include the Subnautica 2 video series (580K+ views), PUBG How-To videos, and motion branding for Neon Giant Studio, Unknown Worlds Studio, and unreleased titles. Collaborated with cross-disciplinary teams to deliver high-impact assets under tight deadlines using After Effects, Premiere Pro, Blender, Cinema 4D, and Unreal Engine, while demonstrating strong understanding of professional game industry standards, design trends, cross-team collaboration, clear communication, and teamwork.

Product Designer

i3 (Internal Insights & Innovation) UConn, Research Assistantship, August 2024 ~ Present

Design UX/UI frameworks for interactive websites, motion branding, and digital assets in 2D and 3D using Figma, After Effects, Illustrator, Photoshop, Cinema4D, and Unity. Work collaboratively to provide innovative and design thinking focused products in support of improving UConn's business processes, academic operations, and research enterprise. contribute to the development of the historical VR game 'Beyond Nuremberg: The Tuchyn Story' by leading rebranding and visual design.

XR / Interactive Experience Designer

Sharebox Co., Ltd., March 2023 – August 2023

Developed game assets and animations for XR, VR, and Metaverse projects with a focus on educational and public-facing immersive content, including interactive library installations and VR space exploration experiences. Demonstrated leadership and mentorship by guiding cross-disciplinary teams, fostering clear communication and collaborative problem-solving. Applied creative direction, project and time management, and technical optimization to ensure effective outcomes, while presenting work at international venues and building sustained partnerships—experiences that shaped my teaching practice in preparing students for professional, research-driven, and collaborative design environments.

3D Art / Design Research Assistant

VCU Department of Dance and Choreography, Jan 2022 – April 2023

Collaborated with an interdisciplinary team across VCUArts and McMaster University to develop Estuary, a live-coded choreography open-source platform. Created 3D avatars and motion capture animations in .glb format, optimized for real-time performance in live-coding environments. Contributed to the narrative framework and design foundation of the LOCOMOTION Estuary project, blending storytelling with interactive technology. Presented project demonstrations at conferences and workshops, earning positive feedback that advanced the platform's development and visibility.

3D Design Technician

University of Connecticut, May 2024 – August 2024

Developed concept art and previsualization for a transmedia STEM storytelling project centered on quantum computing. Led project development by managing the full production pipeline and coordinating team responsibilities and progress. Created visual development materials, storyboards, and character designs; modeled 3D characters, props, and environments, integrating them seamlessly with 2D visual assets.

Art Program Coordinator & Marketing Designer

The Portfolio Art Academy, Aug 2020 – Jul 2021

Managed staff communication, student portfolios, and scheduling across multiple programs. Designed promotional materials for social media, blogs, and websites, and conducted research on contemporary art trends. Instructed and advised students on portfolio development, concept ideation, and English communication for art school preparation.

AWARDS / NOMINATIONS

- 2022 High Honors Recognition, Cultural Cinema Showcase, HBTv, USA
- 2022 Boy With Chameleon, Award in Special Category, Gimpo International Youth Film Festival
- 2021-22 Outstanding Student Leadership Award, VCU, RVA
- 2021-22 Student Advisory Council, VCU, RVA
- 2020-22 Awards of Excellence in Kinetic Imaging, VCU, RVA
- 2018-22 Arts Merit Scholarship & Arts Funded Scholarship, VCU RVA
- 2018-22 Dean's List for Outstanding Academic Performance, VCU, RVA

SCREENING / EXHIBITION

- 2023 Ready Avatar One, Performed at McMaster University, Ontario, Canada
- 2023 Ready Avatar One, Performed at Gallery5Arts, RVA
- 2022 Boy With Chameleon, Screened at Huntington Beach Cultural Cinema Showcase, HBTv
- 2022 Boy With Chameleon, Screened at Pandemonium, The Byrd Theatre, RVA
- 2022 Boy With Chameleon, Screened at Anderson Gallery, RVA
- 2022 Colored Poems, Exhibited at LEVR Center (Launching Excellence in VR), RVA
- 2022 Welcome to Lost Face, Mask/Maske, Screened at Greensboro Project Space, NC
- 2021 Make a Choice, false al(AR)m – Exhibited at Augmented Reality Exhibition, RVA