YUNA KIM

3D Motion & Interactive Designer

CONTACT

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SKILLS

Motion Design & Animation
Ae / Pr / Ai / Ps / Figma
Unreal Engine / Unity
Blender / Cinema 4D / MAYA
Motion Capture / VR / AR
Story & Concept Development
AI Integrated Workflow
Adobe Creative Suite
Microsoft Office Suite
Javascript / HTML / CSS
Creative Code / Three.js / WEBGL

Leadership & Mentorship
Project Management
Communication & Support

English: Full Professional
Korean: Native
Thai: Advanced

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
Sogang University – Seoul, South Korea
Study Abroad, March 2021 – June 2021

AWARDS / NOMINATIONS

2022   High Honors Recognition,
Cultural Cinema Showcase, HBTV, USA
2022   Award in Special Category,
Gimpo International Youth Film Festival
2021-22   Outstanding Student
Leadership Award, 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

EXPERIENCE

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, teamwork, and the importance of mentorship.

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, Photoshop, Cinema4D, and Unreal Engine. 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.

Academic Position – Instructor

Department of Digital Media & Design, UConn

3D Virtual Worlds & Simulation
- Fall 2024 (Teaching Assistant – Fall 2023)
Taught the full creative pipeline in Unreal Engine, including environment design, lighting, particle systems, materials, character controls, blueprints, and cinematic sequencing. Guided projects from concept to final delivery of interactive immersive games with in-engine trailers.

3D Modeling, Lighting, & Rendering II
- Spring 2025 (Teaching Assistant – Spring 2024)
Guided students 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. Emphasized realism, storytelling, and high-quality asset creation for production-ready visuals.

Design Lab I
- Fall 2025 – Present
Taught foundational design principles with Photoshop and AI-integrated workflows, focusing on typography, color theory, visual research, and storytelling. Developed projects highlighting inclusive design and professional, portfolio-ready outcomes.

XR / Interactive Experience Designer

Sharebox Co., Ltd., March 2023 – August 2024

- Designed and animated 2D/3D characters, assets, and environments for XR, VR, and Metaverse projects across both virtual and physical installations.
- Collaborated with multidisciplinary teams, bridging communication between developers and designers to ensure smooth production pipelines.
- Optimized high-poly and low-poly assets to improve real-time performance, enhancing the quality of interactive simulations and delivered projects on fast-paced production schedules, securing follow-up contracts and strengthening client partnerships through consistent results and positive feedback.
- Presented at global business venues, contributing to selection for a Global Accelerator program and supporting international market expansion.

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.