

MICHELLE KIM

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EDUCATION

Bachelor of Arts | University of California, Irvine 2008

Master of Fine Arts | Academy of Art, 2010-2011

EXPERIENCE

UI Artist, ngmoco:)

Revamped UI for ngmoco's most profitable game We Rule. Also retrofitted the same game for all android resolutions.

Solved future resizing issues using strategic stylistic choices regarding main UI elements.

Currently the in house UI artist for all first party games.

2010 - Present

Character Designer, Miraphonic Inc.

Created all original characters and items for both Epic Pet Wars and Epic Soldier Wars. Worked as Art Director in the infant stages of the game and worked out a target aesthetic and market for the games.

2008 - 2010

Design Intern, jUXT Interactive

Aided in the production of assets for multiple projects at once. Gained experience in photo manipulation, image searching, illustration, basic html/ess, and QA testing.

2009 - 2010

Registrar, Regen Projects

Kept track of artwork and logistics at a contemporary art gallery.

2008 - 2009

SKILLSET



Photoshop



Illustrator



Maya



HTML/CSS

← EXPERT

{ + *Color Theory, Life drawing, Painting* }

EXTRAS

Hobbies | Surfing, snowboarding, marathoning, traveling, electronic dance music & cooking.

Awards | Tau Sigma Honor's Society, Golden Key Honors Society, Solo Senior Honor's Project

REFERENCES

Jason Keller | 949.705.7310 | haysonkelhier@gmail.com

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