

Kaia Kim

Character TD

CONTACT

kaiakim.com

kaiakim0727@gmail.com

New York, NY

SKILLS

Rigging

Maya ★

HumanIK

AdvancedSkeleton

CFX

nCloth ★

Marvelous Designer

XGen

Yeti

Motion Capture

OptiTrack

Motionbuilder

Scripting

Python ★★

C++

JavaScript

HTML/CSS

EDUCATION

School of Visual Arts, Computer Art

SEP 2020 - MAY 2023, New York, NY

BFA Computer Art, Computer Animation, & Visual Effects (Expected)

WORK

PSYOP Productions - *Freelance Character TD*

JUN 2023 - OCT 2023, New York, NY

- Rigging multiple characters using Psyop's internal tools.

PSYOP Productions - *Rigging Intern*

JUN 2022 - AUG 2022, New York, NY

- Getting trained in CFX, Tech Anim, and Rigging.
- Working on multiple test shots/assets and some production assets.

PROJECTS

DotGabi Fire MV - *Director*

SEP 2021 - APR 2023, New York, NY

- Directing SVA thesis film DotGabi - Fire, an animated K-Pop MV.
- Developing Maya tools for rigging and mocap pipeline.

SVA 2023 Computer Arts Thesis Productions - *Rigging Artist*

SEP 2021 - APR 2023, New York, NY

- Rigging characters in "Lucie Rose" "God Glasses," "The Flying Feathers."

Poison Paradise MV - *Motion Capture Artist*

MAR 2022, New York, NY

- Directing motion capture shoot on-set with a dancer.
- Cleaning up the mocap data with Motionbuilder

AFFILIATIONS

MARS Personal Mentor Program - *Mentor*

OCT 2021 - DEC 2021, New York, NY

- Mentored underclassmens weekly on substance painters and Arnold basics.