






# BOMI KIM

3 D R I G G E R & M O D E L E R

## CONTACT

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## EDUCATION

### Seoul National University of Science and Technology

Bachelor of Science in Civil Engineering  
Seoul, South Korea  
Feb. 2015 - Feb. 2019

### Savannah College of Art and Design

BFA in Animation | Technical Animation  
Jun. 2021 - Jun. 2025 (expected)  
GPA : 3.92/4.0 Atlanta, GA

## SKILLS

- Modeling
- Rigging
- Set dressing
- Lighting
- Texturing
- Cloth Simulation
- Sculpting

## PROGRAMS

- Maya
- Unreal Engine 5
- Z brush
- Substance 3D painter
- Marvelous Designer
- Marmoset Toolbag
- After Effect
- Photoshop

## PROFESSIONAL SUMMARY

- Wide understanding on CG program utilization, modeling, rigging, set dressing, lighting, texturing, cloth simulation
- Capable of cross-functional cooperation with the team and customers through excellent interpersonal skills

## PROFESSIONAL EXPERIENCE

### FilmHedge X SCAD Pro

Research Assistant and XR Stage Simulation Intern

Mar 2023 - Jun 2023

- Planned/Executed the extensive research and modeling to proactively develop innovative solutions, showcasing exceptional attention to detail and creativity
- Constructed layouts suitable for XR stages, through utilizing the CG tools
- Successfully collaborated with a diverse team of 4 majors, with exceptional talents, fostering a highly productive and collaborative environment while navigating differences in desired directions
- Modeled/textured 10+ assets

## COLLABORATIVE PROJECTS

### Set dresser and Rigger | 'Persimmon Red' [Sep 2023 - June 2024]

- Modeled 20+ realistic assets, demonstrating a keen eye for visual appeal and attention to detail
- Worked on laying out set dressing for 10+ shots both outside and inside in Unreal Engine 5, not only enhancing the overall visual aesthetics but also expediting the project progression
- Created rigging for 3 props

### Character Rigger | 'Dahlia' [Sep 2023 - May 2024]

- Led the facial & body rigging for main characters, and supporting the riggers solving in issues

### Character Rigger | 'Robot's Choice' [Sep 2023 - Nov 2023]

- Proactively created intricate rigging for the robot body, and set-up the bendy arm

### Modeler and Texture artist | 'The MenHeim Clinic' [Sep 2022 - May 2023]

- Successfully configured stylized texturing resembling oil painting, showcasing exceptional versatility in artistic approaches
- Developed 5+ assets with a focus on modeling and texturing