

AMY KIM

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EXPERIENCE

Electronic Arts - Redwood City, CA
Senior Concept Artist

June 2015 - Present

Currently a Senior Concept Artist for "The Sims 4". Creating early to finished concepts for assets ranging from objects, environments, clothing, and more. Provides detailed guides that inform modelers (internal and external) on construction, material, size, and color of concept. Previous projects include "The Sims Mobile" and other unannounced projects.

CrowdStar - Burlingame, CA
Artist/Reviewer

May 2014 - June 2015

Artist and Art Reviewer on mobile game "Covet Fashion". Created garments and hair for the game and also worked closely with outsource partners.

Disney Interactive - Palo Alto, CA
Technical Artist

July 2013 - May 2014

Technical Artist for the Facebook game "Disney Hidden Worlds". Optimized all art assets and created concepts for props.

Loki Studio - Palo Alto, CA
Character Designer

June 2011 - April 2013

Character Designer for the mobile game "Geomon".

EDUCATION

San Jose State University

2007 - 2013

BFA in Animation/Illustration

Motivarti Mentorship

September 2014 - December 2014

Mentored by Mingjue Helen Chen

SKILLS

Photoshop
Illustrator
InDesign
After Effects
Maya
Unity
Concept Art
Character Design
Prop Design
Set Design
Animation
Storyboarding

**References available upon request*