
Joon Hyuck Kim

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SKILLS AND TECHNIQUES

- **3D Modeling, Texturing, Lighting, Compositing**
 - **Software:** Maya, Softimage XSI, 3DS Max, Zbrush, Photoshop, Substance Painter, Quixel Suite, UE4, FrostByte, Unity, and more.
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PROFESSIONAL EXPERIENCE

Lumopersoana Co., Ltd. - Suwon, South Korea

CEO, 3D Avatar System Development

March 2023 – December 2023

Gyeonggi College of Science and Technology - Siheung, South Korea

Lecturer, Department of Game Content

September 2022 – December 2023

Vrainiac Lab Co., Ltd. - Seongnam, South Korea

CEO, VR/AR Content Development

November 2018 – January 2023

- Established VrainiacLab in November 2018.

- Formed strategic partnerships and MOU with Vrontier in January 2019.

- Selected by KOCCA for the Game Venture 4.0 program and tech guarantee venture registration in April 2019.

- Recognized as an outstanding company by KOCCA and selected for multiple government support programs (2019).

- Participated in international expos and gaming events, including PlayX4, K-Con, and Middle East Games Con (2019).

- Released "Helihunter: AR" and "Born to the Sky: VR" in November 2019.
- Selected for regional growth and support programs in 2020.

Vrainiac, Inc. - Buena Park, CA

CEO, VR/AR Content Development

April 2016 – April 2024

Hivecity - Buena Park, CA

Lead Artist

March 2015 – March 2016

- Planned and developed web-based and mobile content.

Visceral Games, Electronic Arts - Redwood City, CA

Environment Artist

August 2013 – November 2014

- Participated in the development of Battlefield 4 and Battlefield: Hardline.

NIHILISTIC SOFTWARE Inc. - Novato, CA

Senior Environment Artist

February 2010 – December 2012

- Worked on PLAYSTATION MOVE Heroes, Resistance: Burning Skies, and Call of Duty: Black OPS: Declassified.

PANDEMIC STUDIOS, Electronic Arts - Los Angeles, CA

Environment Artist

April 2007 – November 2009

- Contributed to The Saboteur and Mercenaries.

DIGITROVE, INC. - San Francisco, CA

3D Artist

January 2007 – March 2007

- Produced several TV commercials.

NATIONAL GEOGRAPHIC MAGAZINE - Washington D.C.

Intern, 3D Modeling and Texture Artist, NGM Art Department

Summer 2004

- Created images for the Sea Monsters project published in the December 2005 issue.

PUBLICATIONS

Author: 『코딩은 몰라도 3D 아티스트라면 알아야 할 필수 개념 가이드 유니티 그래픽 (Even if you don't know coding, a must-have beginner's guide for 3D artists: Unity Graphics.)』 by Digital Books

ISBN: 9788960884489

<https://product.kyobobook.co.kr/detail/S000213175832>

EDUCATION

Academy of Art University - San Francisco, CA

MFA, 3D Modeling

2006

Academy of Art University - San Francisco, CA

BFA, Compositing

2003

Korea University - Seoul, South Korea

Bachelor of Agriculture, Applied Animal Science

1997