

Megan Kim

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Demo Reel - <https://www.meganckim.com/>

A passionate camera layout artist with a strong foundation in previsualization, cinematography, and character animation. Experienced in collaborating on film and game projects. Seeking to contribute and grow alongside talented professionals.

SKILLS

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|----------------------|------------------------|
| • Unreal Engine | • Autodesk Maya |
| • Houdini | • Xsens Motion Capture |
| • Adobe Premiere Pro | • Adobe Photoshop |
| • Shotgrid | • Substance Painter |

EXPERIENCE

Layout Lead - Student Accomplish Short Film

Jan 2023 - May 2024

BYU Center for Animation - Provo, UT

- Established character blocking and animated cameras to create story-driven compositions.
- Ensured quality and consistency across shots by using the latest assets and shot setups.
- Managed shot deadlines, ensuring timely delivery of sequences.
- Modeled and textured temporary assets when needed.
- Organized scenes for smooth handoff to downstream departments.
- Collaborated with the art director to translate 2D storyboards into 3D and worked with the Lighting department on shot composition and lens selection.

Computer Science + Animation Research Assistant

Sept 2022 - Jan 2023

BYU Center for Animation - Provo, UT

- Responsible for several demonstrations regarding the use of Live Link between mocap, Ipad camera(Vcam), and Unreal in order to record previs animation in real-time
- Led multiple mocap sessions, setting up and recording clean mocap data using the Xsens Mocap System
- Taught students the basics on the understanding of cinematic language, composition, editorial timing, camera motion, and use of lenses.
- Actively involved with debugging problems within Unreal and mocap for other students

Cinematographer Lead - Solar Showdown Game

Jan 2023 - May 2023

BYU Center for Animation - Provo, UT

- Operated cameras within Unreal Engine's Sequencer, employing camera animation techniques to create a compelling narrative.
- Worked closely with the director and producer under a tight deadline to create the game cinematic from start to finish which was shown in Unreal Engine's 2023 Unreal Academic Partner Student Showcase
- Assembled asset and motion capture data into animation sequences.

EDUCATION

Bachelor of Fine Arts(BFA) Animation - Brigham Young University, Provo UT (April 2024)