

# Daehi Kim

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## OBJECTIVE

Implementing my talent and skills through developing 3D art for video games professionally.

## EXPERIENCE

- KIXEYE (3D Artist)  
2012 Aug - Present

## EDUCATION

- Master degree of Fine Art in Game Design at Academy of Art University (Present)
- Bachelor degree of Fine Art in Animation at Sang-Myung University, South Korea

## SKILLS

- High-poly modeling and Low-poly modeling
- Stylized hand-painting and realistic texture creating
- Concept drawing and painting
- Texturing (Diffuse, Normal, Specular maps, etc.)
- Lighting
- Digital photography
- Quick technical problem solver

## SOFTWARES

Maya, 3D max, Photoshop, 3D coat, Z-brush, UDK, NDO2, etc

## INTERESTS

Computer and Video gaming, digital photography, traveling, learning and challenging new goal for career.