

Kim Nguyen

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Skills: 3d Animation, Motion Capture cleanup, Animation implementation with game engines

Software: Maya, 3ds Max, Motion Builder, Unity, Unreal Engine 4, UDK, Perforce, Hansoft

Experience

Sony Santa Monica - Animator

Jan 2020 - Present

- Blocked out previz animatics for cinematics
- Animated a range of creatures

Freelance projects - Animator

Aug 2019 - Present

- Animated various projects ranging from Nickelodeon TV promos to unannounced game titles

Ori and the Will of the Wisps (Moon Studios) - Animator

Aug 2016 - Aug 2019

- Created previz animations for enemy behaviors, bossfights, and cinematic chase sequences
- Key-framed biped and creature animations for gameplay and cinematic animations
- Worked closely with gameplay programmers on the implementation of animations
- Setup camera and cinematic animations in-engine with proprietary Unity tools

Smite (Hi-Rez Studios) - Animator

Aug 2015 - Aug 2016

- Helped pose and develop personalities for new characters
- Key-framed a wide variety of animations from idles to attacks

NBA Live '16 (EA Tiburon) - Gameplay Animator (intern, then contract)

Aug 2014 - Aug 2015

- Learned proprietary animation engine and tools by making mini-games and prototypes
- Cleaned and implemented animation assets into EA's Proprietary game engine
- Fixed gameplay animation bugs mostly relating to jumpshots and dribbling
- Prototyped, implemented procedural animation feature that enhanced gameplay animations

HIT, Focal Length, Neon Night Riders (Capstone games) - Lead Animator

Mar 2014 – July 2014

- Key-frame animated a range of characters' movesets in Maya
- Set up animations and state machines in Unreal Engine 4 using the Blueprint system
- Directed and motion captured actors using Vicon Blade
- Retargetted and cleaned up motion capture data using Motion Builder and Maya
- Wrote scripts to automate rigging