

WONJAE KIM

EXPERIENCE DESIGNER

I create 2D/3D contents and design physical spaces for location based entertainment and events. I believe education, empathy and entertainment to be the key elements in instilling memorable moments for people. I want to learn from various disciplines, cultures and communities, to design and produce events and experiences that inspire people, make the heart wonder and believe in the extraordinary.

CONTACTS

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SKILLS

- Adobe Illustrator
- Adobe Premiere
- Adobe AfterEffects
- Adobe InDesign
- Cinema4D
- Vectorworks
- Rhino
- Unity
- TouchDesigner
- Unreal Engine

TRAINING

2017
User Experience
Design Immersive
General Assembly NYC

EDUCATION

Master of Entertainment Technology

2017 - 2019 | Entertainment Technology Center / CMU | Pittsburgh, PA, USA

- Researched VR/AR Game Design and Location Based Entertainment.
- Head TA for Visual Storytelling.

Bachelor of Fine Arts in Film & TV Productions

2010 - 2014 | Tisch School of Arts / NYU | New York, NY, USA

WORK EXPERIENCE

Visual & Experience Designer

2018 - NOW | CLEAR STORY CREATIVE | Pittsburgh, PA, USA

- Responsible for managing branding identity, 2D/3D architecture and lighting design visualizations and renderings; Creating concept sketches for various local architectural lighting projects, events and art installations.
- Led end-to-end creative process for annual Howard Hanna Real Estate Conventions with 1,000 visitors. Collaborated with Marketing to generate all visual assets from convention "hype" animation to keynote speaker presentation materials and images at [Las Vegas 2022](#); On-site director for flow and cues of the visual contents.
- Delivered multitude of design concepts and ideations for [Hall of Botany's new entry way](#) at the Carnegie Museum of Natural History; Communicated with local vendors to calculate estimates, create presentation materials and renderings for the final installation design.
- Created animation and visual contents for an interactive installation for the newly opened [Museum of the Future](#) in Dubai; Leveraged user-playtesting, iterated visual assets to finalize on a one-of-a-kind final user experience.
- Owned company's branding design assets such as website, logo, social media and business cards; Maintained technical documentation and data/image archives across 12 different projects.

Videographer

2017-2018 | City of Play | Pittsburgh, PA, USA

- Documented and edited promotional videos (Canon 5D Mark IV) which raised the organization's local awareness and digital presence.
- Collaborated with 5 local artists for a [special event](#) at Carnegie Museum of Art; Organized local community events such as games nights as a volunteer.

VFX Production Assistant

2016 | Netflix | New York, NY, USA

- Worked on set as Korean-English translator and assistant for the VFX team; Acted and Managed [a 3D dummy rig](#) that was the main character of the film; Assisted in collecting lighting data and visual assets on-location for post-production uses such as rotoscoping and B-rolls.