

EBAE KIM

VISUAL & INTERACTIVE STORYTELLER

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Education

Rhode Island School of Design

Bachelor of Fine Arts, Illustration

Brown University

Select classes:

3D Computer Animation, Art History

Skills

Writing & Story Art

Art Direction

Visual Development / Concept Art

Game Design / Experience Strategy

Education

Art Director

Cinesaurus 2016-2018

- Led original content incubation, optimizing creative pipeline and shaping company strategy
- Created concept art, storyboards, and matte paintings for high-profile cinematics
- Created pitch decks, treatments, storyboards, and vector assets for motiongraphic video work.
- Wrote, previsualized, and created finished character and background art for animated shorts.

Notable Clients: Wizards of the Coast, Deloitte Digital, Portal A, [Space Transport Service Company]

Lead Artist and Game Designer

Thomas Street 2016

- Designed and iterated on puzzle game
- Shaped art direction based on client feedback and needs through storyboards, audio and video mockups, and mood boards
- Created art assets, including illustrations, interface, and animations
- Researched competition and synthesized a breakdown and analysis of gameplay monetization.

Strategy Storyteller

Mad*Pow Media Solutions 2015

- Both worked with and as an experience strategist to create polished visual language and better communicate research findings to clients
- Developed narratives and story-driven deliverables that facilitated advocacy for policy adaptations
- Ran workshops teaching experience strategy & visual communication
- Speaker at HxR Conference

Notable Clients: AMC, Vulcan, United Concordia, American International University, Harvard Pilgrim Healthcare, Christian Care Ministry, AICPA, Abbvie

GDC Conference Associate

Game Developer's Conference 2015 & 2016

- Guided attendees, speakers, and new associates to ensure optimal conference experience

Visual & Interaction Designer

Filament Games 2014

- Managed project art pipelines and delegated tasks to the illustration team
- Provided estimates to the production team
- Reviewed and integrated illustration assets
- Worked iteratively with the engineering team to create game-ready assets and functional, polished UI infrastructure
- Translated pitches into wireframes
- Revised work based on critique, and stakeholder feedback

Notable Clients: Smithsonian, McGraw Hill, White House Game Jam, Annenberg Classroom, Atentiv, Curriculum Associates

Creative Director

Echo Fortuna 2013-2015

- Led development & project management
- Guided the narrative and visual direction
- Facilitated prototyping and play testing
- Recruited and coordinated team of up to ten members
- Organized meetings & production work

Lead Artist and Game Designer

MIT Game Lab 2012

- Conceptualized game design and story for an educational STEM game
- Created all visual assets including storyboards, 3D assets, illustrations and UI
- Facilitated play tests and refined game design