



# Hannah Kim CG/FX Artist

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## EDUCATION

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**Bachelor of Fine Arts** | Savannah College of Art and Design Expected May 2026

**Major:** Visual Effects

**Honors:** Dean's List

## PROJECT EXPERIENCE

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**FX Artist | SCAD Harbor x ETC Collaboration** Savannah, GA | January 2026 - March 2026

- Collaborated within a cross-disciplinary team to create a product commercial over a 10-week production schedule
- Worked under mentorship from Harbor Picture Co. and ETC, incorporating iterative feedback into project development from dailies
- Created procedural FX simulations in Houdini to support narrative and visual direction
- Constructed a Karma USD pipeline to better optimize file structure and improve render efficiency, ensuring timely project delivery

**Co-Director / Producer & FX Artist | Metamorphosis** Savannah, GA | July 2025 - Present

- Directed a multidisciplinary team of artists across VFX, animation, film, and sound design to deliver a fully realized short film
- Coordinated production schedules, shot reviews, and pipeline organization to maintain continuity
- Designed and executed complex procedural FX simulations (Particles/ Volumetrics/ Growth) in Houdini

**Co-Founder & President | SCAD Women in VFX** Savannah, GA | April 2024 - Present

- Co-Founded SCAD's first Women in VFX organization
- Coordinated career-focused programming, events, and networking opportunities
- Led a team of five officers and oversaw planning, budgeting, and outreach

## EXPERIENCE

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**Creative Coordinator | PositivelyPittsburgh** Pittsburgh, PA | August 2020 - September 2025

- Oversaw and implemented product management and website articles, ensuring accurate and timely content delivery
- Created and refining innovative product concepts while following user-centered design principles and industry trends
- Produced original digital illustrations for article covers, aligning with editorial guidelines and audience engagement goals

**Game Apprenticeship | Simcoach Games** Pittsburgh, PA | June 2022 - July 2022

- Completed a six week program engaging in software development, game design, and social communication in a professional setting
- Fostered a collaborative environment with peers and administrators
- Assisted in the creation of two game prototypes made in Unity
- Gained insight into the production behind game and look development

## TECHNICAL SKILLS

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**Procedural FX:** Particles, Pyro, Volumetrics, Vellum, Growth, RBD, Flip Fluids

**Texturing and UV layout**

**Python & VEX Code**

**3D Modeling:** Box modeling & organic sculpting

**Lighting**

**Matte Painting**

**Linux Systems**

## SOFTWARES

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**Visual Effects:** Houdini (Redshift and Karma Render), Nuke, Maya (Arnold Renderer), Blender, Substance Painter

**Game Design:** Unity, Unreal Engine, ZBrush

**Film:** DaVinci Resolve

**Adobe:** Photoshop, Illustrator, After Effects, Premiere Pro, Media Encoder, Audition, Lightroom

**Podcast Editor:** Audacity, RodeCaster Pro 2 software

**Other Programs:** Procreate, Toon Boom Harmony, WordPress

## PROFESSIONAL ORGANIZATIONS

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**SCAD Women in VFX** Founding Member and President

**WIA** (Women in Animation) member

**SCAD Digital Effects** club member