Hannah Kim CG/FX Artist

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EDUCATION

Bachelor of Fine Arts | Savannah College of Art and Design May 2026
Major: Visual Effects
Honors: Magma cum laude

JOB EXPERIENCE

Generalist Intern | Animal Studio Pittsburgh, PA | September 2026 - Present

- Developing proof-of-concept demonstrations in Houdini to explore techniques for upcoming projects
- Conducting R&D in Houdini, integrating AI-assisted workflows to prototype tools to accelerate procedural development

Building resuable Houdini Digital Assets (HDAs) for project usage across the studio

Creative Director & Editor | PositivelyPittsburgh Pittsburgh, PA | August 2020 - Present

- Oversaw and implemented product management and website articles, ensuring accurate and timely content delivery
- Produced original digital illustrations for article covers, aligning with editorial guidelines and audience engagement goals

Editing audio and video for the Positively Pittsburgh Podcast, producing episodes for streaming platforms and YouTube

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
- Assisted in the creation of two game prototypes made in Unity
- Gained insight into the production behind game and look development

PROJECTS

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 / Co-Producer & FX Artist | Metamorphosis Savannah, GA | July 2025 - May 2026

- 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

TECHNICAL SKILLS

Procedural FX: Particles, Pyro, Volumetrics, Vellum, Growth, RBD, Flip Fluids
Ai Tools (Claude Code/ ChatGPT/ Higgsfield)
Python & VEX Code
Texturing and UV layout
3D Modeling: Box modeling & organic sculpting
Lighting & Compositing
Matte Painting

SOFTWARES

Visual Effects: Houdini (Redshift/ Karma/ Mantra), Nuke, Maya (Arnold), Blender, Substance Painter, ZBrush
Game Design: Unity, Unreal Engine
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

VOLUNTEER EXPERIENCE

Student Volunteer | SIGGRAPH 2026

- Supported operations at SIGGRAPH 2026, assisted staff and audience, and engaged with industry professionals

Founder & President | SCAD Women in VFX

- Co-Founded SCAD's first Women in VFX organization
- Coordianted career-focused programming, events, and networking opportunities

Led a team of five officers and oversaw planning, budgeting, and outreach