



Hannah Kim

FX Artist

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EDUCATION

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

Major: Visual Effects

Honors: Dean's List

PROJECT EXPERIENCE

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

- 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
- Created procedural FX simulations in Houdini to support narrative and visual direction
- Participated in structured critique sessions, production planning meetings, and dailies

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)

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
- Lead a team of five officers and oversaw planning, budgeting, and

EXPERIENCE

Creative Director | PositivelyPittsburgh Pittsburgh, PA | August 2020 - September 2025

- Oversaw and implemented updates for products and articles, ensuring accurate and timely content delivery
- Creating and refining innovative product concepts while following user-centered design principles and industry trends
- Producing 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
- Gained insight into the production behind game development

TECHNICAL SKILLS

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

Texturing and UV layout

Python & VEX Code

3D Modeling and Sculpting

Lighting

Matte Painting

SOFTWARES

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

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

Game Design: Unity, Unreal Engine, ZBrush

Film: DaVinci Resolve

Podcast Editor: Audacity, RodeCaster Pro 2 software

Other Programs: Procreate, Toon Boom Harmony, WordPress

PROFESSIONAL ORGANIZATIONS

SCAD Women in VFX Co-President

WIA (Women in Animation) member

SCAD Digital Effects club member