



DON KIM

PREVIS / LAYOUT ARTIST

donmkimartist.com | donkimviz@gmail.com | LinkedIn | IMDb | Reels (Password: 9348)

PROFESSIONAL EXPERIENCE

NETFLIX

Camera Artist | Jun 2026 – Present | Remote

Collaborated directly with the Creative Director to review and refine vendor-created camera work for in-game sequences, exploring camera angles, composition, and movement while balancing cinematic quality with gameplay readability in Unreal Engine 5 and Perforce.

- Internal Games Studio (Party) Project (2026)

BLUR STUDIO

Previs Artist | Oct 2025 – Feb 2026 | On-site

Built master scenes in Unreal Engine 5 for real-time visualization, including virtual camera layout, mocap clean-up, animation, lighting, Niagara FX, and collaborative development using Perforce.

- Warner Bros. Pictures – Undisclosed Feature Film (TBA)

THE THIRD FLOOR

Previs Artist | May 2021 – Sep 2025 | Remote

Created previs and virtual production sequences using a Maya–Unreal Engine pipeline, delivering camera work, animation, mocap cleanup, lighting, FX simulation, and editorial for feature films and streaming series.

- Lucasfilm – *Star Wars: Skeleton Crew* (2024–25)
- Lucasfilm – *The Mandalorian*, Season 3 (2023)

LIGHTSTORM ENTERTAINMENT

Sequence Artist | Oct 2022 – Jun 2025 | Hybrid

Built real-time virtual production sequences, including scene assembly, virtual camera layout, performance capture integration, animation, lighting, and FX using MotionBuilder and Wētā FX production pipeline.

- 20th Century Studios – *Avatar: Fire and Ash* (2025)
- 20th Century Studios – *Avatar: The Way of Water* (2022)

DAY FOR NITE

Previs Artist | Feb 2021 – May 2021 | Remote

Created previs shots with camera layout, animation, and FX cards while collaborating with Techvis to validate scaled stage layouts and camera framing.

- Warner Bros. Pictures – *The Flash* (2023)

TECHNICOLOR

Previs Artist | Aug 2020 – Jan 2021 | Remote

Produced character-driven previs, including camera layout, scene assembly, and asset support for feature animation.

- Walt Disney Pictures – *Chip 'n Dale: Rescue Rangers* (2022)

FREELANCE & COLLABORATIVE PROJECTS

PIXAR COOPERATIVE FILM PROGRAM

Layout Artist | May 2026 – Present | Remote

Collaborate with Pixar artists, external partners, and the production team to develop layout shots, contributing camera work and animation for an animated short film.

- *The Other Side* (TBA)

AKAM STUDIO

Previs Artist | Jun 2025 – Aug 2025 | Remote

Delivered previsualization for an undisclosed live-action short film, building environments and creating complex vehicle crash sequences involving camera work, animation, and 2D FX visualization.

- Undisclosed Short Film (TBA)

BE GOOD, BE GIVING, BE GRATEFUL & PIXVALUE

Animator | Sep 2021 – Sep 2022 | Remote

Animated a four-minute sequence for an undisclosed animated short film, developing camera layout from storyboards and character animation for a diverse cast of creatures.

- *KC The Conscious Camel* (TBA)

PINEAPPLE STUDIO

Animator | May 2020 – Jul 2020 | Remote

Created gameplay animation cycles for a mobile game, focusing on performance, timing, and responsiveness for in-game player experience.

- *Kingdom Jump* (TBA)

SKILLS & TOOLS

Previsualization · Camera Layout · Animation · Scene Assembly · Mocap Cleanup & Stitching · FX · Lighting · Editing · Asset Creation · Virtual Production · Real-Time Visualization · Unreal Engine 5 · Autodesk Maya · Motion-Builder · Perforce · Arnold · After Effects · Photoshop

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN (SCAD)

BFA, Animation | 2017 – 2020

- Graduated Magna Cum Laude
- Lead Animator, SCAD Capstone Film *Stabby* (2020)

VOLUNTEERING & COMMUNITY

ACM SIGGRAPH

Resume & Reel Reviewer | Jun 2025

Reviewed resumes and reels for students applying to previs and layout roles, providing feedback on presentation and portfolio structure.

SAVANNAH COLLEGE OF ART AND DESIGN (SCAD)

Alumni Speaker | Apr 2024

Sent a video presentation for accepted students, sharing career insights and advice on entering the animation and previs industry.