



DON KIM

PREVIS / LAYOUT ARTIST

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PROFESSIONAL EXPERIENCE

NETFLIX

Camera Artist (via Magnit) | Jun 2026 - Present | Remote

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

- Internal Games Studio 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

Visualization Artist (Veteran Project Artist, VPA) | May 2021 - Sep 2025 | Remote

Created character-driven previs and virtual production sequences for feature films and streaming series using Maya and Unreal Engine pipelines. Delivered camera work, character animation, mocap cleanup, lighting, FX simulation, FX cards, and editorial while supporting both traditional and real-time visualization workflows.

- Lucasfilm - *Star Wars: Skeleton Crew* (2024-25) | Real-Time Previs
- Lucasfilm - *The Mandalorian, Season 3* (2023) | Real-Time Previs

LIGHTSTORM ENTERTAINMENT

Sequence Artist (via The Third Floor) | Oct 2022 - May 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) | Virtual Production
- 20th Century Studios - *Avatar: The Way of Water* (2022) | Virtual Production

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.