



DON KIM

Previs Artist / Animator

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PROFESSIONAL EXPERIENCE

BLUR STUDIO

Previs Artist | Oct 2025 – Present | Los Angeles, California, United States · On-site

Built master scenes for real-time visualization and virtual camera sessions in Unreal Engine 5, including camera layout, mocap cleanup and stitching, character, vehicle, and prop animation, cleaned up the virtual camera, adjusting Niagara FX and lighting as needed, and collaborating via Perforce; complex character animation completed in Maya.

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

THE THIRD FLOOR

Previs Artist | May 2021 – Oct 2022 & Jun 2025 – Sep 2025 | Los Angeles, California, United States · Remote

Created cinematic shots and sequences for real-time visualization on films, series, and TVCs—primarily Star Wars projects—including camera work, mocap cleanup and stitching, prop, character, creature, and vehicle animation, FX simulation (Maya nDynamics: nCloth), lighting tweaks, and sequence editing. Used The Third Floor's Maya–Unreal hybrid pipeline.

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

LIGHTSTORM ENTERTAINMENT (via THE THIRD FLOOR)

Sequence Artist | Oct 2022 – Jun 2025 | Manhattan Beach, California, United States · Hybrid

Built and delivered real-time virtual CG scenes for virtual production stages, including final camera work, scene assembly, performance capture, prop, creature, and vehicle animation, lighting, and FX simulation, as part of the Academy Award-winning team at Lightstorm Entertainment, using MotionBuilder based on Wētā FX's pipeline.

- Lightstorm Entertainment – *Avatar: Fire and Ash* (2025) | Sequence Building (Virtual Production)
- Lightstorm Entertainment – *Avatar: The Way of Water* (2022) | Sequence Building (Virtual Production)

DAY FOR NITE

Previs Artist | Feb 2021 – May 2021 | Los Angeles, California, United States · Remote

Designed previs shots including camera layout, character and vehicle animation, and 2D FX cards to visualize effects. Collaborated with the tech-vis team to test a scaled-down set and confirm camera framing for previs following budget-driven size reductions.

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

TECHNICOLOR

Previs Artist | Aug 2020 – Jan 2021 | Culver City, California, United States · Remote

Collaborated with the team to create character animation-heavy previs, build the master scene, set up cameras, and animate biped and quadruped characters in both realistic and cartoony styles. Used 2D FX cards to represent effects and assisted with creating props and vehicle assets as part of an Emmy Award-winning team.

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

FREELANCE EXPERIENCE

AKAM STUDIO

Previs Artist | Jun 2025 – Aug 2025 | Los Angeles, California, United States · Remote

Provided previsualization for an undisclosed live-action short film, creating three complex car crash sequences involving environment asset creation, camera work, character and vehicle animation, and 2D FX cards.

BE GOOD, BE GIVING, BE GRATEFUL & PIXVALUE

Animator | Sep 2021 – Sep 2022 | Los Angeles, California, United States · Remote

Animated one sequence (~4 minutes) for an undisclosed short animated film, handling camera layout based on storyboards and animating various biped animal characters as well as non-leg characters such as snails.

PINEAPPLE STUDIO

Animator | May 2020 – Jul 2020 | London, United Kingdom · Remote

Created gameplay animations for the mobile game Kingdom Jump, including idle, spawn, and attack cycles, and optimized animations for mobile performance and player experience.

SKILLS & TOOLS

Camera Layout · Character, Creature & Vehicle Animation · Motion/Performance Capture Cleanup & Stitching · FX Simulation (Maya nDynamics) · Asset Creation · Scene Assembly · Lighting · Editing · Virtual Production · Real-Time Visualization · Autodesk Maya · MotionBuilder · Unreal Engine 5 · Arnold · Perforce P4 · Adobe After Effects · Photoshop

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN (SCAD)

Bachelor of Fine Arts – BFA, Animation | Savannah, Georgia, United States, Sep 2017 – Jun 2020

- Graduated with Honors, Magna Cum Laude.
- Lead Animator for SCAD Animation Capstone Film, Stabby (2020)

STUDIO ARTS

Employment Training Panel (ETP) Program | Los Angeles, California, United States, Aug 2024 – Present

- Completed Previs in Unreal – Spring 2025
- Completed Unreal Connectors – Summer 2024

iANIMATE.NET

Online Animation Workshop, Feature Animation | Jun 2018 – Present

- Completed Feature Animation Workshop 4: Facial Acting & Lip Sync.
- Completed Feature Animation Workshop 2: Body Mechanics.
- Featured on the Student Spotlight page.

VOLUNTEERING & COMMUNITY INVOLVEMENT

Resume & Reel Reviewer – 2025 SIGGRAPH Summer Program

ACM SIGGRAPH | Jun 2025

Reviewed and provided feedback on resumes and reels for two students interested in previs and layout, answering their questions throughout the process.