



**gino yim**

ginoyim.art

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(213) 814 -8614

## **motion designer and illustator**

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### **Education**

01.19 – 04.22

**ArtCenter College of Design**

Pasadena, CA

Bachelor of Fine Arts in Illustration

Specialization in Motion Graphics

08.15 – 01.17

**California State University, Los Angeles**

Los Angeles, CA

Majored in Mathematics

08.12 – 05.15

**San Francisco State University**

San Francisco, CA

Majored in Engineering

### **Recognitions and Awards**

03.22

**CXU Art Gallery**

Submission and feature at CXU Art Gallery

04.22

**Graduated with Honors**

Graduating with a 3.5+ GPA

01.19 – Present

**ArtCenter Student Gallery**

01.19 – Present

**ArtCenter Merit Based Scholarship**

### **Language**

English (Native)

Korean (Conversational)

### **Work Experience**

03.19 – 04.22

**InArt Education** | Los Angeles, CA

**3D Software Teacher, English Teacher and Counselor**

Private art academy where I taught basic 3D CAD techniques in ZBrush, Cinema 4D, Maya, Substance Painter, and Marvelous Designer. Helped students write artist statements, project descriptions, and essays. During the college application season, I worked with parents and students to determine the schools best suited for them. I then assisted them in preparing their applications, supplemental and personal statements, and finalizing their entry portfolios. Some of my students were accepted into Yale, MIT, CMU, USC, UCLA, ArtCenter, and CalArts.

06.15 – 03.18

**Octopus Glendale** | Glendale, CA

**Busser, Server, Linecook, Head Server**

Octopus is a high-volume sushi chain where I started as a busser and then was promoted to server, where I often handled 10+ tables in my section.

06.15 – 01.17

**Breakthrough Academy** | La Crescenta, CA

**Private Tutor**

Provided private instruction to high school students in Algebra 2, Geometry, Trigonometry, and Calculus. Also provided instruction in art for elementary students.

### **Skills**

**Strong working knowledge of:**

ZBrush, Cinema 4D, Substance Painter, Marvelous Designer, Photoshop, Illustrator, After Effects, Daz3D, Redshift, Arnold

**Familiar with:**

Maya, Blender, Premiere, X-Particles, Unreal Engine 4, InDesign

**Craft Skills:**

Drawing, painting, sculpture, 3D printing, woodworking