

DENNIS TAE WOOK KIM

3D GENERALIST & VFX ARTIST

i am the deerman



I'm a 3D generalist and former painter working in Los Angeles, CA. From modeling and texturing all the way to lighting and compositing, I enjoy all aspects of the creative CG process and actively utilize different tools for their respective strengths to get the job done.

I have an ongoing dream journal which has grown to become a project titled 'Monsters & Dreams': a collective of dreams and inspirations forming my personal mythology. My dream is to one day create a cinematic anthology of shorts based on those dreams as metaphorical stories for my own life.

Software

MODELING	Maya, ZBrush, Mudbox
TEXTURING	Substance Painter, Mari
RENDERING	VRay, Arnold
COMPOSITING	Nuke, After Effects
MISC	Houdini, Photoshop, Premiere, SpeedTree

Education

GNOMON SCHOOL OF VFX, ANIMATION, & GAMES – Los Angeles, CA	2017 – 2019
<ul style="list-style-type: none">2-year Certificate in Digital Production	
RHODE ISLAND SCHOOL OF DESIGN – Providence, RI	2011 – 2015
<ul style="list-style-type: none">BFA PaintingEuropean Honors Award Recipient	

Awards

GNOMON BEST OF TERM AWARD – COMPOSITING	2019
<ul style="list-style-type: none">Awarded a Best of Term for the Spring '19 Compositing category	