

# JUNAR KIM

CHARACTER DESIGNER



+44 77 0447 3100

junarkim912@gmail.com

Tottenham Hale, London

## SKILLS

### 3D CHARACTER DESIGN

CINEMA 4D ZBRUSH  
SUBS. PAINTER BLENDER

### 2D CHARACTER DESIGN

PROCREATE PHOTOSHOP  
ILLUSTRATOR

### ANIMATION

TV PAINT AFTER EFFECTS  
CINEMA 4D

## EDUCATION

### MASTER OF ARTS

MA CHARACTER ANIMATION

CENTRAL SAINT MARTINS  
2020.09 - 2022.06

### BACHELOR OF ARTS AND SCIENCE

ART & TECHNOLOGY

SOGANG UNIVERSITY  
2013.03 - 2019.02

## PORTFOLIO

[www.junarkim.com](http://www.junarkim.com)

@junarkimworks

## PROFILE

Imagination used to be our best friend as a child. Most people give up theirs to live on but I developed mine deeper and wider. What started from a few characters became the world, then the universe so I started to make them real by animation. Thus, my works are mainly focused on exploring the infinite possibilities for visual narratives of my imagination. Until my last day, I will keep creating and expanding my universe.

## EXPERIENCE

**DIRECTOR** / 2021 LONDON INTERNATIONAL ANIMATION FESTIVAL 2021.05 - 2021.11

Currently I'm directing an animated trailer <Tug of War> for 2021 London International Animation Festival. The film is expected to be done by June 2021 and will be presented as a trailer for 'Being Human' category at the festival this year.

**HEAD CHARACTER DESIGNER** / SMILEGATE 2019.05 - 2020.10

Smilegate, one of the largest game company in Korea, contacted me for the development of their main company characters and I've worked as the head character designer for the company for a year and a half. During my career, I have visualized the missions of the company into 25 endearing characters in both 2D and 3D environments among with narratives for their new born universe.

**CHARACTERS AND UNIVERSE DESIGN** / ESRAVINU UNIVERSE 2017.12 - 2019.02

Before science, mankind tried to understand the mystery about the world by making stories with what we saw in nature which is now known as mythology. I was always fascinated by how different kinds of cultures developed their own versions of mythology, wanting to make my own genesis. So for my BA graduation project, I imagined a whole new story about the creation of the world and designed, modeled, rigged and animated 26 characters of my own each with cultural diversity and unique characteristics.

**FREELANCE ANIMATOR & MOTION GRAPHICS DESIGNER** / 2014.06 - 2017.01  
SAMSUNG C LAB, BIGHIT ENTERTAINMENT, MYSTIC ENTERTAINMENT, KINOBEANS,  
BUcheon INTERNATIONAL FANTASTIC FILM FESTIVAL, SOGANG UNIVERSITY ADMISSIONS...

Over several years, I have directed and produced a wide range of motion graphics for clients from small startup companies to major companies including Samsung, large entertainment agencies and renowned international film festivals. Over these experiences, I learned how to communicate and collaborate with other professionals, letting my works to be shared and enjoyed by more audiences.