



# JUN HA KIM

Character Designer / Animator

## INFO.



### Birth

September 12 1994, S. Korea



### Phone

+82 10 4795 5128



### E-Mail

junarkim912@gmail.com

## SITES.



### Portfolio

Junarkim.com

(Currently supports Chrome, Safari, Firefox, Edge)



### Instagram

@junarkimworks



### Facebook

Junar Kim



### Behance

Behance.net/junarkim

## SKILLS.



### Photoshop



### After Effects



### Premiere



### Illustrator



### Cinema 4D



### Maya



## ABOUT.

For many animals, biting is literally a matter of life and death so they must use every inches of muscles to catch a prey or they'll starve for weeks. Thus, I would like to describe myself as a man with a great bite force. Whenever I work on something, whether big or small, I do it with all my might to get the best result possible. For me, art is the goal I pursue for my life and act of creating has never been separated from myself. Art is my love and passion, giving me an eternal energy that I can always bite into something new.

## EDUCATION.

**Bachelor of Arts and Science / Art & Technology of Sogang University**

2013.03 - 2019.02

Through "Creation beyond Imagination" and "Learning by doing", our education was closely linked with industrial sites and I was able to gain practical senses and know-hows of the field. I also believed that to make something new, one must always try something new. So I tried everything I could throughout my college days like media arts performance, theater production, motion graphics, paintings and so on to widen my perspective as an animator.

## EXPERIENCES.

**Designer & Video director / Cinema Paradiso**

2013.12 - 2014.03

<Cinema Paradiso> was a project selected among 30 teams out of 1,500 teams nationwide as 'Dream challenger 2014'. To transform the overly uniform and commercialized cinema industry in Korea into a diversified Cinema Paradise, our team traveled to Britain to research and interview individuals and organizations of British cinema society. After the program, we won the grand prize out of all the teams.

**Team Leader / Anissance**

2014.05 - 2014.07

In Korea, animation is yet more like a merchandise, mostly for young children. But in Europe, animation is accepted as a genre of art itself, nourishing cultural diversity. So we traveled through Europe and Switzerland to visit the best animation associations, schools like Gobelins and museums, meeting various people and great animators like Michel Ocelot. We interviewed and talked freely about the important values as an animator and how all of us can work together to bring an 'animation renaissance'

**Freelance Animator & Motion Graphics Designer**

2014.06 - 2017.01

Being loved by many clients for my unique style, I luckily had the opportunities to produce various animations continuously throughout my college life. Through those productions from small start-up companies to large organizations like Samsung or international film festivals, I was able to learn not only the skills of animating but also how to communicate with others to satisfy their demands while keeping my style.

**Animator / Loop animations**

2016.02 - 2017.09

When I'm awake, I daydream about things that doesn't make sense. When I'm sleeping, I dream about things that doesn't make sense. So most of my ideas doesn't really make sense. That's what I love about animations, that I can turn that nonsense into an art. Thus, I've made several loop animation gifs from my imagination. Animation is literally how I make my dreams come true.

**Creator / <The Altar for Every Creation>**

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. Through this project, I imagined a whole new story about a creation of the world and designed, modeled, rigged and animated 26 characters of my own.