

■ TONY KIM

3D Animator

amsukiam@gmail.com

www.tonyanim.com

Experience

Pixar Animation Studios | Animator/Crowds Animator

Aug 2022 - Current

Projects : *Inside Out 2* | *Elemental* | *Win or Lose* | *Elio*

- Animated a broad spectrum of shots, including physicality and emotional performance, across multiple feature films and streaming projects
- Helped to build crowds animation library and populate sequences with crowds animation

Pixar Internship | Animation Intern

- Completed 2022 animation internship

Rouge Mocap | Facial Animator

Feb 2022 - Apr 2022

Projects : *Dragon Age*

- Cleaned up motion capture for in-game animation

Make | Animation Intern

Jun 2021 - Sep 2021

Projects : *Meccano 25-in-1*

- Animated various shots for commercials
- Animated content for social media

Awards

Blizzard Art Contest | 2nd Place, 2021

- Gameplay Animation

AAU Spring Award | 2nd Place, 2022

- Dialogue Animation

AAU Spring Award | 2nd Place, 2022

- Realistic/Scene Animation

48hours Animation Jam | 2nd Place, 2020

Education

Academy of Art University (AAU) | Animation & Visual Effects MFA

Graduated - May 2022