‘Taylor’ Eunkyung Kim

Director & Concept Artist

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Skills

Production Management
Concept Art
Visual Development | Color Script | Keyframe |
2D Animation

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Languages

Korean - Native
English - Bilingual
SAT 1390 | Toefl 108

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Programs

Google Sheets | Miroboard | Syncsketch

Adobe Photoshop | Clip Studio Paint |

Toon Boom Harmony | Storyboard Pro | Adobe Animate | Autodesk Maya

Zbrush | Blender

Adobe Premiere Pro | After Effects

Education

ArtCenter College of Design

Bachelor of Science in Entertainment Design - Animation
Pasadena CA, United States | Sep 2022 -Anticipated April 2026
Accumulated GPA: 3.9

Work Experience

National Animation Museum *Freelance 2D Animator*
California, United States | May 2025- Dec 2025

- Animated three 10 to 15 second logo animations in celebration of student animators, the 100th anniversary of the Children's Museum in Indianapolis, and seasonal holiday campaigns shared across multiple social media platforms and in-person events
- Directly collaborated with executives and marketing team to refine concepts, storyboards, incorporated feedback, and deliver final animations aligning with the brand’s vision using Toonboom harmony and Adobe After Effects

Studio Animal *Full time Concept Artist*
Gyeonggi-do, South Korea | May 2024 - Aug 2024

- Designed characters, props and painted key backgrounds for the upcoming animated adaptation of the webtoon ‘*Isekai Gukbap Master’* using Adobe Photoshop
- Developed multiple image board iterations to match the project’s narrative direction and visual tone
- Participated in executive meetings as an English-Korean translator for international collaboration proposals

Biroso Studio *Full time Concept & Storyboard Artist*
Seoul, South Korea | May 2023 - Aug 2023

- Created storyboards and designed characters and backgrounds for children’s educational animation series, including *Hueri and Friends*, *Tomonote Momo*, *and Megastudy* using Adobe Photoshop and Animate
- Contributed to branded visual content for major clients such as *NAVER Junior*
- Worked within tight production schedules to deliver polished assets ready for animation

Kpop Music Video Animation *Freelance 2D Animator*
Seoul, South Korea | July 2023 - Aug 2023

- Designed and animated short sequences and effects for the [MV] JUNNY_ INVITATION (Feat. Gaeko(개코)) using Clip Studio Paint

ArtCenter College of Design

Animation Jam Club President | Jan 2024 - Present

- Built up ArtCenter’s largest student run club, holding up to more than 90 participants of teams of 2 to 5, to foster multidisciplinary collaboration in creating short films in an intensive 48 hour event

- Hosted the ArtCenter Animation Jam Showcase with a screening and team Q&A sessions involving industry guests, friends, and family
- First ever to participate in all 8 terms, creating 8 films through the Animation Jam
- Led budget planning and strategic meetings for financial and temporal challenges, ensuring a sustainable and engaging program for the students

Teaching Assistant | Jan 2023 - Present

- Assisted instructors in courses for 2D Animation and Perspective Drawing courses, providing hands-on guidance to students on animation techniques, workflows, and design principles
- Facilitated class critique sessions fostering a comfortable learning environment involving constructive feedback and student participation

Orientation Leader | Oct 2023 - Jan 2024

- Created animated educational videos for international students regarding VISA, housing, and other resources for the incoming class
- Organized and facilitated engagement based events and activities welcoming and conducting Q&A sessions as department representation

Selected Awards & Scholarships

ArtCenter's Provost's List Fall 2022, Fall 2023, Spring 2024, Fall 2024

ArtCenter General Endowed Scholarship Fall 2025

Samsung Endowed Scholarship Spring 2025

Kenneth R. Deardoff Endowed Scholarship Spring 2024, Fall 2024

Cornerstone Collegiate Academy of Seoul

Artist Competition | Gold Award | 2021

The Council of Korean Character Designers

International Character Contents Competition | Gold | 2020

Selected Films

The Flight of Atlas 2026 - Director

- Directed a team of over 50 students across story, design, animation, and production departments
- Oversaw creative vision with verbal and drawover critiques while ensuring production pipeline stays manageable to meet milestone deadlines throughout two years of overall production

Moth-Mart 2024 - Animation Lead, Producer

- Rough, Cleanup Animation, Color, Compositing

Sorry We're Closed 2024 - Producer

- Storyboard, Visual Development, Rough, Cleanup Animation, Color, Background, Compositing