



# RYANNA KIM

CHARACTER DESIGNER & ILLUSTRATOR

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## PROGRAM KNOWLEDGE



Paint Tool SAI 2  
Expert



Adobe Photoshop  
Experienced



ZBrush  
Experienced



Adobe Animate  
Familiar With

## SKILLS

- Character Design
- Thumbnail Sketching
- Research Gathering
- Flexible Art Style
- Illustration

## ACADEMIC PROJECTS

### Art Director, Character Designer, Lead BG Artist

**RIPPLE: 2D ANIME-INSPIRED FILM ABOUT MERMAIDS | SEPTEMBER 2019 - APRIL 2021**



**2021 WINNER Imaginary Mind Contest (online) Category: Short Animation**

**2021 WINNER Oregon Short Film Festival (Portland, OR.) Category: -6 min**

- Concepted 20+ mermaid designs in Paint Tool SAI 2 using a variety of styles, expression sets and proportions to broaden personality options.
- Prepared final character turnarounds, poses, expressions and easy-to-miss detail sheets for animators to ensure style cohesion.
- Provided team of 11 artists feedback for background rendering techniques and character proportions for visual uniformity.
- Created the team logo and key illustrations to visually summarize the film's look and feel.
- Assisted in animation cleanup using Adobe Animate, referencing the animation director's X-sheets and notes.

### Lead 2D Character Artist, UI Artist, Producer

**YEAR OF DARGEN: 2D BULLET HELL GAME | SEPTEMBER 2018 - APRIL 2019**

- Designed 3 dragon rider skins and 6 rock golem designs using Photoshop.
- Assisted 1 artist and 1 game designer of an 11 member team with UI layout and button creation.
- Painted the opening splash screen and lose screen, keeping space for the UI in mind.
- Worked alongside environment lead to create repeating background tiles for the sky and trees.
- Established both mandatory and suggested team meetings using Excel to boost team morale.

## PROFESSIONAL EXPERIENCE

### Character Design Teacher's Assistant | DigiPen Institute of Technology

**ART251: SOPHOMORE CHARACTER DESIGN CLASS | JANUARY 2020 - APRIL 2020**

- Critiqued student work regarding design choices, perspective, color and proportions.
- Prepared drawovers directly on student Cintiqs upon request for visual confirmation.
- Engaged student questions while professor was giving one on one feedback.
- Adapted to online critique and held office hours amidst the pandemic.

## EDUCATION



**Bachelor of Fine Arts: Digital Art & Animation**

**DigiPen Institute of Technology | GRADUATED APRIL 2021**

- 4x Dean's List Recipient

## OTHER COLLABORATIVE PROJECTS



**Page Spread Artist, Calendar Page Artist & Book-Featured Artist | Cosmiccowzine**

**WIP VOLUME 1: A 15 ARTIST SPOTLIGHT BOOK | FEB 2022 - PRESENT**

**GHIBLI BOX: AN ADVENT CALENDAR PROJECT | MAY 2021 - AUGUST 2021**

**ELEMENTS 1 & 2: A MODERN AVATAR FAN MAGAZINE | JULY 2020 - APRIL 2020**

- Communicating my artistic journey through illustrated tutorials and advice columns.
- Painted a frame from *Castle in the Sky* using Paint Tool SAI 2 featuring 2 characters.
- Illustrated 2 full-body fashion spread pages featuring 4 characters from the show *Avatar the Last Airbender* advertising streetwear.
- Rendered a koi-themed dessert café ad page featuring 2 characters from *Avatar*.
- Collaborated with a graphic designer to create fitting logos inspired by *Avatar*.