



NICK KIM

illustration + design

Los Angeles, CA
art.nickim@gmail.com
(408) 952-9949
www.nickim.art

Education

ArtCenter College of Design,
April '25
Pasadena, CA
Bachelors of Fine Arts
Minor in Creative Writing

Skills

Design & Communication
Illustration, Graphic Design, UI
Design, Background Painting

Software

Adobe Photoshop, Adobe
Illustrator, Adobe InDesign,
Aseprite, Procreate,
Figma, Toon Boom Harmony,
Twine, Unity

Languages

English, Korean

Awards

alt.ctrl.GDC Audience Award,
IndieCade Festival 2024 Live
Action Award, 2024 ArtCenter
President's Office Exhibition,
2021-2025 ArtCenter Provost's
List, 2021- 2025 ArtCenter
Undergraduate Scholarship

Experience/Projects

Matte Painter

Sep '24 - Apr '25

Dokkaebi - ArtCenter, Senior Capstone Animation Project

- Painted backgrounds using a given rough layout, style guide, and color script
- Received and implemented feedback every week

Freelance UI Designer & Illustrator

May '24 - Nov '24

Warped Worlds - Sacramento, CA

- Produced multiple cohesive user interface designs
- Illustrated over forty key game assets to be used as icons and as interactable objects within the game
- Performed clean-up animation and colored animation for in-game cutscenes

Art Director

Jan '24 - Apr '24

The Cask of Amontillado - ArtCenter, Illustration Strategies

- Illustrated and designed characters, environment, & UI
- Implemented assets into Unity to add interactivity
- Rigged and puppet-animated characters

UI Designer & Illustrator

Sep '23 - Apr '24

Underneath Tehom - ArtCenter, Advanced Game Project 1/2

- Illustrated user interface assets for the digital UI
- Contributed to overall art direction and game design through all-hands-on-deck concept meetings
- Illustrated environment set pieces, props, and characters

Lead Background Painter

Sep '24 - Dec '24

King of the Nil - ArtCenter, Shorts 1/2

- Colored and textured rough 2D layouts into finished, painted backgrounds
- Designed and illustrated the ending credits