

Natalie Kim

VISUAL DEVELOPMENT | COLOR DESIGN

714-887-9355
nataliekim.art@gmail.com
nataliejkim.com

PROFILE

A passionate artist with concentration and experience in visual development, color design, and creative storytelling. Enjoys collaboration and teamwork, seeking an opportunity in learning and further developing her skills.

EDUCATION

ArtCenter College of Design, Pasadena, CA
2021- April 2025
BFA Illustration (entertainment arts)
Creative writing minor
Graduated with distinction

SKILLS

- Visual development
- Color design
- Background design
- Character illustration
- Creative writing
- Storyboarding

SOFTWARE

- Adobe Photoshop
- Procreate
- Storyboard Pro
- Live-2D-Cubism
- Autodesk Maya
- SketchUp

LANGUAGES

- English
- Korean (conversational)

EXPERIENCE

Teacher's Assistant 2022-2023, 2025
ArtCenter College of Design, Pasadena, CA

- Assisted Cliff Nielsen in the **Digital Life** course, directing students with critique and paint-overs on their homework and projects.
- The Digital Life course specializes in full-scale photoshop painting projects and in-class live drawings.
- Assisted Kevin Conran in the **Design & Color for Animation** course, providing project critique and answering in-class questions where we focus on visual and color compositions.

Brick Specialist 2023
LEGO Store Downtown Disney, Anaheim, CA

- As a brick specialist, our focus was on customer interactions and service. We would also occasionally build incoming sets and would study sets attached with specific stories or media.
- It's important in the job to know about these sets and their lore to talk and engage with customers. Specialized in Marvel, Disney, Minecraft, and Avatar sets.

Teacher's Assistant 2020
Young's Art Studio, Anaheim, CA

- Mentored starting students with the foundations of traditional painting, sketching, and digital painting.

PROJECT(S)

INCANDESCENT | ArtCenter College of Design
Visual Development Project

- An independent project for the Visual Development course where we worked on storybeats and structure, compositions, color design, and character interactions.
- Process was an important part to this project of mine with thumbnails and different iterations with color comps.