Hannah Kim

2489906452 • **https://www.artstation.com/kim_hannah** • hannah29905097@gmail.com

Education

College for Creative Studies - BFA, Entertainment Arts, Game Specialization
GPA: 3.73/4.00
Expected Graduation: May 2027
Relevant Coursework: Advanced Computer Generated Environments, Game Projects, Lighting and Rendering, Game Art II, Modeling and Texturing

Software

Maya · Substance Painter · ZBrush · Unreal Engine 5 · Photoshop · Marmoset Toolbag

Skills

- Organic and hard-surface modeling & sculpting
- High- and low-poly optimization with clean topology
- Efficient UV unwrapping, baking (normal/AO maps), and texture application
- Procedural and hand-painted texture creation (PBR workflow)
- Application of tiling textures and floaters for added detail
- Strong understanding of industry-standard pipelines and collaborative workflows

Projects

Mars Base (Game ready environment)

- Created a tiling sand texture to efficiently cover landscape while maintaining minimal performance cost
- Utilized decals to introduce variation and storytelling elements without the need for additional unique assets
- Applied a trim sheet workflow for the background structure, optimizing texture memory while preserving modular flexibility
- Followed a concept art reference closely, ensuring accurate color palette, lighting, and composition to capture the intended atmosphere

Lily Pad Hut (Game ready environment)

- Created wood floor tiling texture to efficiently create large, detailed surface area with fewer resources
- Utilized alpha cards for foliage to simulate complex, detailed plants with high performance and low polygon count
- Created hand painted textures, achieving a stylized aesthetic to replicate the style of the concept art
- Imported the final asset into Unreal Engine 5 and produced renders with custom lighting, showcasing material detail and textures

Warden Weapon (Game ready asset)

- Applied high-poly floaters to enhance surface detail and resolved baking artifacts through manipulating AO map, adding design element without sacrificing optimization
- Generated realistic PBR textures in Substance painter, with attention to surface wear and material accuracy, ensuring that materials matched material callouts from the concept art
- Textured one half of the model and mirrored it to the other side, optimizing UV space efficiency
- Imported the model into Unreal Engine 5 and set up 3 point lighting, highlighting different roughness detail and height variations to accurately show off the asset