

Daniel Namkyung Kim

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Summary

5 years Experience in Operations and Production Manager with creative background in series, feature and freelance

EXPERIENCE

55 Fulton Flower, NY, NY - Administrative and Operations Manager - Jan 2018 - Present

- Enhanced workflow and logistics, improving employee efficiency driving revenue growth by 20 percent yearly.
- Implemented call order fulfillment, invoice management and financial tracking ensuring accurate up to date data on all sales.
- Designed and developed store website allowing for other streams of revenue and extending the outreach of the business throughout Manhattan.
- Managed wholesale vendors, coordinated events and built a system on communication that greatly improved client and vendor retention and order turn around time.

Studio Moyo, Remote - Production Manager - Nov 2024 - Present

- Managed entirety of the animation production pipeline of over 40 artists ensuring all departments are on track and implementing industry standards, guidelines and production deadlines.
- Spearheading initiatives by implementing new solutions to resolve bottlenecks like administering specific roles of department leads to specific artists to uphold the vision of the project and take charge of the creative process when necessary to certify that the deadlines are met.
- Using Google Drive and Shotgrid, upheld all points of the pipeline were tracked and easily accessible for the production.

Harlem School of the Arts, NY, NY - Advanced Animation Teacher- Dec 2024 - Present

- Teaching the fundamentals of animation pipeline and working together to finish a collaborative animated project.
- Creating weekly assignments, schedules and roles for individual students and teaching them effective communication methods amongst each other to keep track of the project in its entirety.

Viacom CBS LNC, NY, NY - Interstitials Segment Artist & Animator - Dec 2019 - Dec 2023

- Implemented the standardization of the viseme and gesture library, streamlining animation workflow easing up interdepartmental bottlenecks.
- Designed and managed the 2D VFX and prop assets library, expanding resource availability.
- Rough composited artist assets in After Effects for final editing speeding up the final edit and submission process.
- Worked directly with my supervisors to optimize asset submissions, enhancing collaborations between the creative and production department.

Cartuna, NY, NY - Animation Director, Project Manager - May 2019 - Dec 2023

- 2D VFX Supervisor maintaining visual consistency and asset integration to final composition.
- Rapid recruitment of talent under tight deadlines, guaranteeing deliveries stay on track.
- Provided drawovers for hired artists detailing style consistency, coordinated scheduling for client meetings and artist checkpoints insuring client satisfaction and making sure final comp to be delivered on time.
- Created a pitch deck for a League of Legends worlds advert, detailing creative vision, talent recruitment, budget and schedule.

Titmouse, NY, NY - Prop/FX Designer and Breakdown Artist- May 2022 - Aug 2023

- Completed unfinished props from freelance designers, ensuring timely asset deliveries.
- Adapted as a breakdown artist after to maintain production schedule.

Technical

Software: Ftrack, Asana, Shotgrid, Full Adobe Suite, Cinema 4D, Blender, Final Cut pro, Toon Boom Harmony, Storyboard Pro, Frame io

Production: Pipeline Scheduling, Production Budgeting, Recruitment, Interdepartmental Coordination, Event Logistics, Animation Pipeline

Creative: Comp and editing, 2D VFX Animation, Prop Design, Rigged and Traditional Animation, Motion Graphics

Additional Work

Studio Journey
Production Manager

Education

School of Visual Arts
BFA in Animation 2019

Google Certification UI / UX
(In Progress)