BOMI KIM
CG GENERALIST

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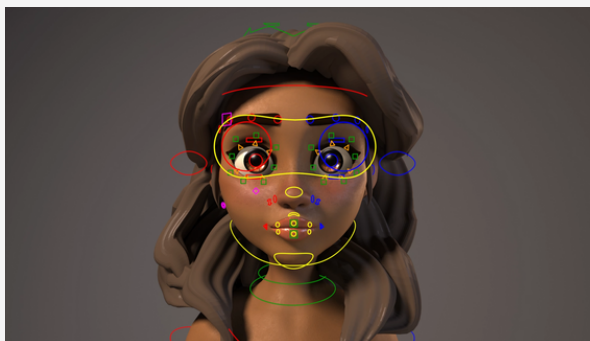↖ http://www.bomikim.net

Reel Breakdown

'Holy Mole-y' |Director — 2025

Responsible for rigging full body and facial setup of the character
-Story, Set Dressing, Modeling, Texturing, Lighting, Rendering and Compositing

Software : Maya, Substance Painter, Zbrush, Nuke

'Dahlia' — 2024

Responsible for rigging full body and facial setup of the female character

Software : Maya

Hospital in an abandoned city — 2023

Responsible for all assets
-modeling, texturing, lighting, and rendering

Software : Maya, Substance Painter, Zbrush

Interior Modeling — 2024

Responsible for all assets
-modeling, texturing, lighting, and rendering

Software : Maya, Substance Painter

Reel Breakdown

Tailored Cloth Simulation
2023

Responsible for modeling, texturing,
and simulating cloth

Software : Maya, Substance Painter, Unreal engine 5,
Marvelous designer

Tommy Gun
2023

Responsible for all assets
-modeling, texturing, lighting, and rendering

Software : Maya, Substance Painter, Zbrush