BOMI KIM

CG GENERALIST

bomik2202@gmail.com

http://www.bomikim.net

Reel Breakdown



Hospital in an abandoned city 2023

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

Software : Maya, Substance Painter, Zbrush



‘Persimmon Red’ 2024

Responsible for set dressing

Software : Maya, unreal engine 5



‘Holy Mole-y’ |Director 2025

Responsible for all assets
-Directing, Story, Set Dressing, Modeling,
Texturing, Lighting, Rendering and Compositing

Software : Maya, Substance Painter, Zbrush,
Nuke



Interior Modeling 2024

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

Software : Maya, Substance Painter

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Reel Breakdown



Tommy Gun

2023

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

Software : Maya, Substance Painter, Zbrush