

Joon Hyung Kim

VIDEO EDITOR, Digital Storyteller

mcnooj82@gmail.com / www.joon-kim.com

SUMMARY

- Award-winning storyteller with 10+ years of professional video editing experience dedicated to engaging worldwide audiences of live-action film, animation, children's education, corporate training, marketing, and interactive experiences.
 - A highly collaborative and resourceful digital artist that brings pre-production (*storyboarding*) and production (*filmmaking*) knowledge and sensibilities into the post-production mindset of Video Editing.
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WORK EXPERIENCE

VIDEO/AUDIO EDITOR, MOTION DESIGNER, ILLUSTRATOR

SEP 2015 – DEC 2022

Oxygen / Seattle, WA

- Designed a curriculum of onboarding video content for companies such as MICROSOFT, SPECTRUM, and EJ GALLO.
- Delivered rough animatics of each episode using the script and my storyboards to keep project stakeholders up to date on the timing of visuals, music, and voiceover for each revision until approved for its final delivery (*Adobe Premiere*).
- Juggled the building of assets and progress of 3-4 scripts at any given moment.
- Cleaned up the sub-standard audio files from voiceover talent, often re-recording the narration myself (*Audacity*).
- Procured an archive of royalty-free music to maintain a bouncy and upbeat tempo behind the voiceover in the edit.
- For MICROSOFT and SPECTRUM, designed and animated original "ballpoint pen doodles on crumpled paper" for an unpretentious and charming aesthetic to liven up the dry copy of the training material (*Photoshop, After Effects*).
- For EJ GALLO, stayed within the company's specific branding guidelines for color and imagery, recreating higher-resolution versions of art assets as needed to import into the final edit.

VIDEO/AUDIO EDITOR, MOTION DESIGNER, ILLUSTRATOR

MAY 2012 – APR 2022

Committee For Children / Seattle, WA

- Created a decade's worth of fun, creative, and diverse educational video content for adolescent children to understand and process their emergent emotions and developing brain functions.
- Worked directly with the organization's Media Production Manager to communicate the overall vision, expectations, and progress for juggling multiple scripts/projects at once (*in-person and over Zoom*).
- Storyboarded and edited the rough animatics for each script in Adobe Premiere and recorded vocal scratch tracks to narrate the overall vision and pacing to project stakeholders.
- Continued to update the Premiere project file as storyboarded shots were eventually replaced with rendered animations (*After Effects*) and professionally recorded voiceover tracks.
- As Editing/Animation Lead on several projects, was responsible for managing the delivery of Photoshop assets from multiple illustrators. Took the lead on streamlining each disorganized Photoshop file and exporting them as separate image files to import into After Effects for animation.
- Final versions of each episode were delivered and uploaded into the organization's secure FTP server in ProRes exports. Those files were also optimized to smaller MP4 files in Handbrake and uploaded to Frame.io for final review.
- In 2018, this work was awarded the 61st CINE Golden Eagle Award for Professional Media in the category of Children's Programming: Series/Mini-Series.

VIDEO/AUDIO EDITOR, MOTION DESIGNER

FEB 2013 – NOV 2015

Harebrained Schemes / Kirkland, WA

- Shot, edited, and provided motion graphics for videos promoting the company's successfully funded Kickstarter campaign for its revival of the BATTLETECH franchise.
- Consulted directly with the company's Founders and the project's Creative Director to establish a strong message and narrative of achievable funding goals to appeal to the core fandom's sense of history and nostalgia for the franchise while also attracting new players.
- Directed and filmed interview footage of project leads and fun interstitials of its employees "begging" viewers for funding.

- Combined the live-action footage with concept art, test renders, logos, archival footage/images, smoke and debris overlays, motion graphic text, and epic original music to give a funding campaign a three-dimensional sense of purpose and vision.
- Consulted and worked on multiple edits of the campaign video as the Founders thoroughly explored a variety of approaches on how to put their best foot forward for a successful campaign. Offered fresh eyes and suggestions in brainstorm sessions as someone unfamiliar with the franchise.
- Delivered a 5-minute version for the initial launch of the campaign. Was brought back to film more footage and edit a version that condensed the message down to 2-minutes as a call-to-action for the final 48 hours of the campaign.

VIDEO/AUDIO EDITOR, MOTION DESIGNER, ILLUSTRATOR

JUN 2013 – APR 2014

Microsoft–MSN / Bellevue, WA

- Video Editing, Illustration, and Motion Graphic Animation for 10 episodes of the MSN Video Series: *Kelly's Curiosities*.
- Reported directly to the Project Manager and Producer to establish expectations for each episode's stylistic continuity and aesthetic deviations throughout the series.
- Producer provided the filmed talking-head footage of the series host/narrator with gaps left open to deliver new illustrated/animated segments (*Photoshop*, *After Effects*).
- The overall pacing of the episodes were already established by the Producer's edit, but the freedom of the animations required subtle timing adjustments (*Adobe Premiere*) that were made as each episode grew in scope. Each alteration was reviewed and signed off by the Producer.

EDUCATION

UNIVERSITY OF WASHINGTON

2000 – 2006

Comparative Literature, Cinema Studies, Computer Animation

Seattle, WA

FREEHOLD THEATRE SCHOOL

2016 – 2019

Directing and Acting For Camera, Improv, Voiceover, Clown College, Stage Combat

Seattle, WA

ADDITIONAL SKILLS

FILMMAKER

2010 – PRESENT

Freelance, Self-Funded / Seattle, WA

- **2008:** Edited, Storyboarded, and Voice-Acted on COFFEE BREAK, an animated short that won 1st and 2nd place for CGSociety's Animation and Team Video categories.
- **2009:** Edited, Storyboarded, and Character Designed on THE BRONSON MANEUVER, a stop-motion animated short that was Vimeo's Staff Pick in September 2009.
- **2012:** Edited, Storyboarded, Illustrated a fan-video based on an idea for *TEAM FORTRESS 2*'s MEET THE PYRO. Since being uploaded onto Youtube, it has garnered over 1.5 million views.
- **2018-2019:** Directed, Produced, Wrote, and Storyboarded my short film HERE WE STAY as a part of the *Nightmare Emporium* Horror Anthology Series. My standalone film went on to be selected to screen across the country as well as internationally.
- **2022-2023:** Actor, Production Assistant, End Credits Designer for WE'RE ALL IN THIS TOGETHER, Seattle's winner for 'Best of City' for 2022 48 Hour Horror Filmmaking Challenge. Screened at *FILMAPALOOZA* in Los Angeles.

STORYBOARD ILLUSTRATOR / CONCEPT ARTIST

2010 – PRESENT

Freelance Contractor / Bellevue, WA

- **Clients:** Amazon Prime, Baskin Robbins, Christian Dior, Citrix, Djarum, Hewlett-Packard, Kleenex, Microsoft, Seattle Seahawks, Spectrum, SpikeTV, Starbucks, T-Mobile, Washington State Lotto, Wells Fargo, Windows Phone, Zulily
- **Feature Films:** THE HEART OF MAN (2017, Eric Esau), LANE 1974 (2017, SJ Chiro), ECCO (2019, Ben Medina), THE PAPER TIGERS (2020, Quoc Bao Tran), OUT OF MY MIND (2023, Amber Sealey)

LANGUAGES

1987 – PRESENT

Speaking / Reading

- English and Korean