
BRUCE LIM

3 D A R T I S T
M O T I O N G R A P H I C S
D E S I G N

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PROFESSIONAL SUMMARY

- 3+ Years as Lead 3D Artist & Motion Graphics Designer
 - Skills in 2d Animation, Figure Drawing, Painting & Illustration
 - Passionate about creative challenges
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EXPERIENCE

MBA Productions- Irvine, CA -3D Artist & Motion Graphics Designer -May 2006 - Present	Crave Ent.- Newport Beach, CA -QA Tester with 4 shipped titles -July 2005 - May 2006
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EDUCATION

The Art Institute of California - Orange County
B.S. in Media Arts & Animation - 2001 - 2004

SKILLS

- 3D Generalist
- Modeling
- Texturing
- Lighting
- Rendering
- Character Rigging
- Character Animation

SOFTWARE

- 3D Studio Max
 - After Effects
 - Maya
 - Photoshop
 - Illustrator
 - Premiere Pro
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PROJECTS

Honda Automotive / 2006
-Character animation & rigging of Honda Monsters for Dealer Meeting

ASIMO / CES 2007
-Character modeling, animation & rigging of ASIMO

ASIMO Disney / 2007
-Modeling, texturing, lighting & animation of the Disneyland ASIMO set

MITSUBISHI / Detroit Autoshow 2007
-CG animation of 2008 Lancer Evo for press day

Korn Ferry / 2007
-Designed 3D set based on artwork provided by the client

Disney / 2007-Present
-Concept & design of sets & environments for theme park attractions

Honda Automotive / 2008
-Motion graphics & animations for Dealer Meeting

Hyundai / LA Autoshow 2008 Nuvis Launch
-CG animations of the Hyundai Nuvis & motion graphics for press day

Kia / 2008 Soul Launch
-CG animations of the Kia Soul for Dealer Meeting

Honda Motorcycle / Un Convention Virtual Web Meetings
-Design CG sets & animations for virtual web meeting videos

Toshiba / Regional Meetings 2009
-Opening video animation & motion graphics