

Johnny Kim

AI FILMMAKER • CREATIVE TECHNOLOGIST

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Creative technologist who makes finished branded films with generative AI — concept through final master, solo. My differentiator is production systems rather than single shots: locked character references, deterministic post pipelines, and shot planning that hold character, product, and setting consistency across a sequence, which is where most generative video fails. Backed by 25 years in software engineering and 3D technical art, including motion capture and Unreal pipeline tooling.

SELECTED WORK

"The Someday Ticket" — Volkswagen ID. Buzz *30-second branded spec spot*

- Dual-era narrative spanning fifty years: one couple cast young, then aged via image-reference editing rather than fresh generation, holding facial identity across both eras.
- Built a single unifying film grade in DaVinci Resolve, keyframed to dissolve mid-film across a hand-matched cut linking 1975 to the present. Delivered to exact 30-second broadcast spec.

"The Last Boat" — Toyota Tacoma *30-second branded spec spot*

- Bait-and-switch comedy built on strict shot-family segregation — two visually isolated coverage sets used to conceal a reveal until a single hard cut.
- Both spots conceived, produced, edited, graded and delivered solo in nine days.

"Johnny Ruins Movies" *ongoing original short-form series*

- Recurring-character comedy series with a locked visual identity maintained across 30+ scripted scenes and multiple recurring cast members, produced on a repeatable batch pipeline.
- Episodes run 20–40 seconds and ship every one to two days, delivered as both 16:9 and 9:16 masters.

CORE CAPABILITIES

Generative Video Seedance, Kling, Veo, Magnific, Higgsfield, OpenArt, RunwayML, Luma, ComfyUI, Topaz Video AI

Generative Image Nano Banana Pro/2, ChatGPT Image 2, Seedream, Flux, Midjourney, Stable Diffusion

AI Production character reference systems, previsualization and burst-frame storyboarding, shot planning, prompt architecture, LLM and MCP tool integration (Claude, GPT, Gemini)

3D & Technical Art Unreal Engine (UEFN, Motion Design), MetaHumans, Maya, Blender, ZBrush, Substance Painter

Motion Capture Unreal, Cascadeur, Rokoko, Perception Neuron, MotionBuilder, iClone, KeenTools, Faceform Wrap; facial and body mocap plus hand-keyed animation

Post & Finishing DaVinci Resolve, Premiere, After Effects, Photoshop, Illustrator; color grading, sound design, voice-over recording

Engineering Python (PySide, PyQt, Django), C#, C++, JavaScript / TypeScript, React, Vue, PostgreSQL, Docker, Git, CI/CD

PROFESSIONAL EXPERIENCE

AI Filmmaker & Technical Artist • AnimGeek — independent practice

2016 – Present

Full-time focus on AI film production since 2025. Bangkok / Los Angeles, remote worldwide.

- Produce end-to-end AI video — concept, script, character design, generation, edit, grade, and sound — for branded spots, narrative shorts, and serialized vertical drama.
- Developed a reference-locking production methodology that maintains character, product, and setting consistency across multi-shot sequences, the primary technical requirement in branded generative video work.
- Deliver complete 30-second branded spots solo, concept to final master, in under two weeks.
- Additional services: 3D animation and cinematics, AI-assisted book production, web development, and custom software applications.

Technical Artist, Motion Capture · Faceware Technologies

2021 – 2024

- **Rewrote** a Python animation-transfer script as an Unreal C++ plugin, reducing transfer time by more than 10×.
- **Built** a headless, unattended Unreal pipeline (Python / PyQt) for automated facial-animation capture and MetaHuman video rendering.
- **Shipped** batch-processing tooling in PySide that enabled non-technical staff to process multiple mocap recordings without engineering support.
- **Led** facial-animation R&D on MetaHuman and Fortnite characters in UEFN, including mocap-driven likeness recreation for product demos.
- Built and administered internal CRM modules (Python, JavaScript, PostgreSQL, Docker) and integrated third-party APIs and webhooks.
- Authored technical documentation and training video; produced AI-assisted marketing content using generative image and text tools.

Technical Artist, AR · Image Metrics

2019 – 2021

- Built AR prototypes and demo scenes in Unity, Maya, and Blender for a commercial facial-tracking mobile SDK.
- Test-built and troubleshooted facial and body-tracking SDKs across Android (Java), iOS (Swift), React Native, Xamarin, and Unity.
- Provided client-facing technical guidance for iOS, Android, and React integrations in a technical account management capacity.
- Produced marketing collateral and video; managed company website, CRM integration, and paid search campaigns.

Earlier Engineering & Game Development · Los Angeles, CA

2006 – 2019

Software engineering and game development roles at Promenade Software (C# / .NET medical device applications; Python and Django HIPAA-compliant patient-record backends), Candy Lab AR (Unity AR technical lead), Golden Rat Studios (Unity mobile game development), and Fujitsu (Unity automotive dashboard prototypes). Prior consulting for Boeing, Foot Locker, ITG, and Guidance, building database-driven e-commerce platforms for Fortune 500 clients.

EDUCATION

University of California, Los Angeles · B.A., Economics