

Karen Soh

Cinematic & Narrative Designer

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Skills & Specialties

- **Expertise:** Cinematic Design, Camera Design, Scripting, Level Design, Video Editing
- **Tools:** Unreal (Matinee & Kismet), Maya, 3DSMax, Premiere, JIRA
- **Programming:** Lua, Java, C++

Experience

Senior In-Game Cinematic Artist, Blizzard Entertainment (2014-Present)

- Project Lead for Real-Time Cutscenes on World of Warcraft.
- Created the Real-Time Cutscene pipeline for the In-Game Cinematics department for World of Warcraft.
- Establish technical and artistic guidelines used towards training new team members.
- Create, design, and implement in-game cutscenes & marketing trailer.
- Design and animate cameras, with heavy emphasis on cinematography and composition.
- Contribute ideas to the development of stories and scripts
- Stage, capture, and edit gameplay footage for use in promotional materials.
- **Projects:** World of Warcraft, Heroes of the Storm

Cinematic Designer, High Moon Studios (2010-2013)

- Created, implemented, and troubleshoot in-game cutscenes, FMVs, scripted events, and interacts.
- Inserted actors, assigned animations, placed FX and cameras to advance the game narrative.
- Set up shots and animated cameras for cinematics and interactive moments.
- Wrote scripts and dialogue, invented story ideas and concepts.
- Collaborated closely with level designers to craft unique gameplay moments and mechanics.
- Staged, captured, and edited gameplay footage for use in marketing materials.
- **Projects:** *Deadpool*; *Transformers (Fall of Cybertron; Dark of the Moon; War for Cybertron)*

Cinematic Artist & Scripter, Double Helix Games (2007-2010)

- Scripted, built, and troubleshoot in-game cutscenes using existing animations and art assets.
- Implemented and animated cameras for in-game cinematics as well as for gameplay.
- Built levels and scripted in-game events using proprietary level editing software.
- Scripted character combat, navigation, and other gameplay mechanics using proprietary language.
- **Projects:** *Green Lantern: Rise of the Manhunters*; *G.I. Joe: The Rise of Cobra*; *The Golden Compass*

Freelance Machinima Artist, Machinima.com (2009)

- Captured and spliced in-game footage and promotional renders using Premiere and AfterEffects.
- Researched and wrote short narratives based on subject lore to further expand back-story.
- Provided direction for voice overs and edited sound effects and music to enhance narrative depth.
- **Projects:** *Prologue: "The Harrowing" (for Dragon Age: Origins)*; *Avenue GTA*

Education

Northeastern University, Boston, MA (2001-2006)

- Bachelor of Science in Computer Science & Psychology; Minor in Animation