

# KAREN SOH

*Senior Cinematic Designer*

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## ABOUT

Highly versatile Cinematic Designer with years of AAA game industry experience, an artistic eye, and a solid technical background. Passionate about telling stories.

## SPECIALIZATIONS

Cinematic Design (Machinima), Cinematography, Camera Design, Scripting, Implementation, Previz, Layout, Game Design, Building Pipelines, Video Editing

## TOOLS

Lua, Unreal, Level Editors, JIRA, Perforce, Premiere, AfterEffects, Maya

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## EXPERIENCE

### Blizzard Entertainment

Mar 2014 – Present

#### ***Senior In-Game Cinematic Designer***

- Project Lead for Real-Time Cinematics on multiple *World of Warcraft* expansions.
- Established the Real-Time Cinematics pipeline for *World of Warcraft*.
- Created and scripted in-game cutscenes and trailers using proprietary software.
- Animated cameras using cinematography and film principles.
- Kitbashed assets using existing libraries of in-game models, animations, and FX.
- Laid out scenes, staged environments, and created storyboards using in-game assets.
- Collaborated with directors, writers, and narrative designers to polish dialogue.
- Standardized best practices for upstream/downstream teams.
- Established technical and artistic workflow guidelines for other cinematic designers.
- Collaborated with other teams to improve cutscene processes and workflow.
- Screened and interviewed job applicants, created job descriptions.
- Mentored and trained other artists and new hires.

### High Moon Studios

Sept 2010 – Apr 2013

#### ***Cinematic Designer***

- Created and scripted in-game cutscenes, FMVs, and world events using Unreal.
- Designed and animated cameras for cinematics and interactive moments.
- Wrote scripts and dialogue, contributed story ideas and concepts.
- Collaborated with level designers & artists to craft unique gameplay moments.
- Staged, captured, and edited gameplay footage for use in promotional materials.
- Troubleshoot bugs and optimized performance issues.

### Double Helix Games

Jan 2007 - Feb 2010

#### ***Cinematic Scripter***

- Scripted, built, and troubleshoot in-game cutscenes using existing game 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.
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## CONTACT

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