

KAREN SOH

Senior Cinematic Designer

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, Editing, Mocap

TOOLS

Lua, Unreal, Proprietary Editors, Premiere, AfterEffects, Vegas, JIRA, Shotgrid, Perforce

EXPERIENCE

Remedy Entertainment

Apr 2021 – Present

Senior Cinematic Designer

- Design, implement, and edit cinematics & cameras for *Alan Wake 2*.
- Assist with direction and planning of mocap shoots, provide feedback and edits.
- Work with game teams to ensure smooth integration of cinematics into levels.

Blizzard Entertainment

Mar 2014 – Mar 2021

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.
- Established technical and artistic workflow guidelines for other cinematic designers.
- 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.

CONTACT

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