

EDUCATION

Savannah College of Art and Design

BFA, Motion Media Design

Expected Graduation: June 2023

SKILLS

Art Direction

2D Motion Design

Illustration

Typography

Styleframe

Storyboard

Concepting

LANGUAGE

ENGLISH

KOREAN

SOFTWARE

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effect
- Adobe Indesign
- Procreate
- Figma
- Cinema 4D

AWARDS

IDA Design Awards, Student Competition (2022)

- Silver in Multimedia - Broadcast Design
(Little Forest)
- Honorable Mention in Multimedia / Animation
(Little Forest)

Rookies Award

SCAD Dean's list (2019 - present)

EXPERIENCE

COMOTION 2023 Branding Team | Animator

November 2022 - March 2023

Collaborating with the various student designer and animators to animate the title sequence and title card for Comotion 2023.

SCADPro | Google

September 2022 - November 2022

Collaborating with the Google Pixel Team to research the targeted consumers and design for the future creative experience. From the research to ideating and developing ideas with teammates. Also, learned about the basic of making wireframes using Figma. And responsible for Motion media for the project, such as logo animation, editing, and adding motion graphics in the video using Adobe programs.

HEXBUG | Motion Graphic Design Intern

January 2021 - September 2021

Worked with the video team to create the 2021 VEX robotic competition conference video and was responsible for design in animation. In addition, I worked closely with the team and participated in filming the Youtube videos and advertisements to add motion graphics to the videos.

SCAD Port City Review 2021

The Illustration 'Spellbook' is selected to be part of the SCAD Port City Review art journal; curated by students, Port City Review features students' best work across all majors. I express and illustrate my idea using procreate.

CoMotion 2021 | Graphic Designer

November 2020 - March 2021

Collaborating with various student designers to create new branding for Comotion 2021. Working closely with the graphic design team for all the parts that need graphic design, from title cards type study and more. Working closely with the experimental team to give better ideas and do close critiques for better teamwork.