

Motion Designer

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PROFILE

Creating motion graphics and digital visuals, mostly focusing on 2D animation and illustration, while also exploring 3D design. Close attention to scene transitions and frame-by-frame details helps animations feel smooth and natural. Currently working on graphics for social media, emails, and websites, photographing and retouching products, and adding simple motion elements to campaigns. These experiences have strengthened skills in composition, color, and storytelling, helping ideas come to life visually.

SKILLS

Adobe After Effects Adobe Illustration Adobe Photoshop Cinema 4D
Adobe Premiere Pro Adobe Lightroom Procreate

WORK EXPERIENCE

Gil Ministry / Seoul, Korea

Title designer and editor | May - Aug 2022 / May 2023 - Aug 2024

- Crafted visually engaging advertising title designs and edited dynamic promotional videos, ensuring impactful storytelling.
- Executed live broadcasts of advertising content on YouTube, optimizing viewer engagement through real-time graphics.

Very J / Los Angeles, Unites State

Digital Content Designer | Oct. 01 2025 - Present

- Created digital graphics for Instagram content, email newsletters, website banners, and pop-ups.
- Independently photographed model product images and performed editing and retouching for website and online store uploads.
- Developed visual concepts aligned with the brand identity and applied them across digital channels.
- Proposed visual directions optimized for user experience and platform characteristics.

EDUCATION

Otis College of Art and Design, Los Angeles, CA | 2024 Bachelor of Fine Arts, Motion Design

- Otis Institutional Scholarship

AWARDS

New England Regional Fine Art and Academic Competition

- First Place Senior Division - Mix Media

New England Regional Fine Art and Academic Competition

- First Place Senior Division - Painting

New England Regional Fine Art and Academic Competition

- Third Place Senior Division - Photography