



Daniel Hyo Kim

hello@danhyo.com

2019– Present	DHK LLC Freelance Designer, Art Director Los Angeles / Remote	Design, art direction, motion, illustration, production/set design, and/or video editing for clients such as Zambezi, Snap Inc, Seed, sundae school, Blip Products, Smashbox Studio, etc.	
2024– Present	Apple Senior Art Director – Contract Los Angeles	Art directing and designing for Apple Music Radio, driving artist artwork towards Apple guidelines while also experimenting and expanding. ie. 100 Best Music, This is Me...Now Radio by JLO, etc.	
2021– 2023	Seed Health On-Off Freelance Designer Remote	Video editing, storyboarding, motion designing, and brand designing for Seed’s email campaigns, social, product launches, web, and events like SXSW and Cannes.	
2021– 2023	Tinder Brand Designer Los Angeles	Designing, branding, ideating and pitching campaigns, partnerships, in-app features like Festival Mode, and illustrations on the Studio team. Consulted on the rebrand of Tinder with the agency Collins.	
2020– 2021	Sid Lee Designer Los Angeles	Digital campaigns involving brand and motion design on the entertainment social team for clients like HBO, Dickies, Champion, Hanes, Netflix, TikTok, Hulu, STARZPLAY, Disney+, et cetera.	
2019– 2020	Buck Freelance Designer Los Angeles	Styleframes, visual design, motion explorations, and experiential branding for digital spots and events ie. Apple’s ‘Wonderful Tools’, Oculus Connect 6, Hololens momentum series, and Hulu ’20 Upronts	
2018– 2018	72andSunny Creative Resident Los Angeles, CA	Graphic, brand, and experiential designer alongside nine other artists explored topics of immigration via installations at 72andSunny offices and Venice Beach.	
2016– 2018	Microsoft Product Designer Redmond, WA	Office productivity suite experience and architecture, coherence and consistency, Fiscal Year 19+ Planning motion, marketing collateral, Win32 UI translations to macOS	
2015 2014	Google Apple	User Experience Design Intern on Google Play Graphic Design Intern on iTunes Music	
2012– 2016	Carnegie Mellon University School of Design Pittsburgh, PA	B.F.A. Communication Design	
2023	Art Center Extension	Spatial Experience Design, Materials & Modeling, Digital Painting, Sewing Lab, Licensing Art	
CV Selects	attn: - Artist Feature, ‘20 D&AD Wood Pencil, Adobe Creativity For All, Buck, ‘20 ADC Silver Cube, Adobe Creativity For All, Buck, ‘20	Rest as a Form of Protest - Exhibiting Artist, Group Show, Art Center, Los Angeles ‘20 Colophon Foundry, Very Cool Studio - Project feature, ‘19 Sundance Film Festival - ‘Happy Happy Joy Joy’ - Motion Design, ‘19	Buzzfeed Pero Like, Adweek, Muse by Clio, Mitu: 14000+ Missing Children - Contributing Artist, Venice Beach, Los Angeles ‘18 Biodesign Summit - Artist, MoMA & SVA, New York ‘16