

Who?

I'm an architect-turned-**interdisciplinary designer** whose practice spans 2D / 3D Motion Design, Graphic Design and Creative Direction.

Experience

Dec. 2024 - Present	Seven Hundred	3D Motion Designer / Editor	Los Angeles (Remote)
- Delivered a suite of motion assets for a shareholder presentation with a leading aerospace company, effectively translating innovative technology into sleek, compelling visual narratives. - Designed CG visuals and AI-generated imagery for an exclusive fashion showcase at Venice, setting a unique tone for the brand's future-driven design philosophy.			
May 2024 - Sep. 2024	Sid Lee	Internship - Motion Designer / Editor	Montreal
- Produced social media campaigns for global brands such as FILA, EA, and Maple Leaf Foods, where responsibilities included editing, kinetic typography, light 3D, and compositing. Collaborated closely with Art Directors and Creative Directors to deliver high-volume content under tight deadlines. - Directed and edited internal media initiatives (staff interviews, podcast videos), tailoring content for Sid Lee's Instagram and TikTok channels.			
Oct. 2023 - May 2024	DreamFlare AI	Motion Designer	Los Angeles
- Designed the main user interface and interactive panels of all the contents for the launch of a new award-winning AI streaming platform. Collaborated with the front-end developer to optimize the user experience. - Acted as a bridge between the AI artists and the founder / creative director, handling communication and ensuring the workflow between all parties flow smoothly.			
Sep. 2022 - Oct. 2023	Krystal Vibration	Jr. Motion Designer	Seoul (Remote)
- Produced a wide range of motion-led collateral across social platforms to promote seasonal campaigns, merchandise collections, and offline activation. - Played a key role in establishing the brand's primary visual identity through thoughtful development of static and kinetic visual lockups.			
April 2022 - Aug. 2022	PHNTM	Unreal Engine Artist	Los Angeles
- Developed previs renders of offline event activation for brands like Red Bull, WYE Entertainment. - Collaborated with Director GMunk to develop previs renders for an unreleased animated film Hindrance.			
April 2022 - Aug. 2022	Chamooree Architects	Internship - Architectural Designer	Seoul
- Participated in design process of cafe-restaurant complex in Seoul constructed in traditional Hanok Style. - Assisted in drafting plan and section diagrams. Built 1:200 scale model for client presentation. - Conducted surveys and research on Hanok conservation.			

Education

Sep. 2021 - Sep. 2023	M.Sc. in Fiction & Entertainment, SCI-Arc	Los Angeles
Sep. 2017 - Aug. 2020	B.Sc. in Architecture, McGill University	Montreal

Skills + Tools

Motion Design & Editing: After Effects, Premiere Pro, Photoshop, Illustrator

3D & VFX: Cinema 4D, Redshift, Blender, Rhino 3D, Maya, Nuke

Others: InDesign, Figma, AI (GPT, MidJourney, ComfyUI)