

# PHILIP PHAM

## Motion Graphics Designer

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American Sign Language and

English proficiency

## Education

### Rochester Institute of Technology (RIT), Rochester, NY

Master of Fine Arts

Graduated: Spring 2024

Major: Visual Communication Design

Bachelor of Fine Arts

Graduated: Fall 2021

Major: 3D Digital Design

## Skills & Qualifications

### Adobe Software

- After Effects
- Photoshop
- Illustrator
- Premiere Pro
- InDesign
- Animate
- Figma

### 3D Software

- Autodesk Maya
- Cinema 4D
- Insydium
- zBrush
- MotionBuilder
- Dynamixyz
- R3DS Wrap
- Substance Painter
- Unreal Engine
- Virtual Muster
- Redshift
- Autodesk Arnold Renderer

### Additional Technical Skills

- Photography
- Video Editing
- Filming
- Microsoft Word
- Microsoft Excel
- Microsoft PowerPoint

## Relevant Experience

### Creative Production Assistant

#### Morpheyes Studio

Rochester, New York (December 2019–August 2020, June 2023–present)

- Skillfully crafted special effects and edited videos for both social media content and short films, consistently elevating the visual quality of the projects.
- Demonstrated a knack for improving brands and enhancing motion graphic promotional and videography content, leading to an impressive 40% increase in social media views.
- Collaborated effectively with colleagues to create an American Sign Language music video between June 2020 and August 2020. More recently, have been spearheading the development of the title sequence for an upcoming documentary film since June 2023.

### Social Media Student Assistant

#### NTID Communications, Marketing & Multimedia Service

Rochester, New York (September 2022–May 2024)

- Produced compelling motion graphics, videography, and social media posts to enhance brand visibility and engagement.
- Conceptualized and executed a wide range of video projects, including promotional videos, advertisements, event coverage, logo animations, and sports highlights.
- Implemented strategic improvements to motion graphic promotional content, resulting in a remarkable 30% increase in social media views for the brand.

### 3D Generalist

#### NTID Center on Culture and Language Deaf Studies Lab

Rochester, New York (November 2018–October 2019)

- Spearheaded a groundbreaking initiative alongside colleagues, conducting extensive research and pioneering the development of avatars that incorporate American Sign Language through motion capture technology.
- Championed diversity by ensuring our avatars represented a wide range of ethnicities and featured various American Sign Languages, contributing to a more inclusive and accessible user experience.

### 3D Generalist

#### Center on Access Technology at NTID/ Sign World Media

Rochester, New York (February 2019–August 2019)

- Successfully produced films, expertly managing VFX, camera shots, and the intricate process of rotoscoping to elevate the visual quality of projects.
- Collaborated seamlessly with colleagues to bring characters to life, focusing on aspects such as expression blendshapes and intricate facial rigging, ensuring realistic and emotionally engaging characters in our work.

### Social Media Specialist

#### NTID Student Life Team

Rochester, New York (November 2017–May 2018)

- Demonstrated a versatile skill set by creating visually captivating flyers, posters, and engaging multimedia content, including videography and photography, to support various projects and initiatives.
- Collaborated seamlessly with both colleagues and supervisors to develop and execute student activities and community engagement projects, fostering a vibrant and inclusive campus environment.