

PHILIP PHAM

Motion Graphics Designer

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American Sign Language and

English proficiency

Education

Master of Fine Arts | Visual Communication Design

Rochester Institute of Technology (RIT),

Rochester, NY

Graduated: Spring 2024

Bachelor of Fine Arts | 3D Digital Design

Rochester Institute of Technology,

Rochester, NY

Graduated: Fall 2021

Skills & Qualifications

Adobe Software

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

3D Software

- Autodesk Maya
- Cinema 4D
- Insydium
- zBrush
- MotionBuilder
- Dynamixyz (Take-Two)
- R3DS Wrap
- Substance Painter
- Unreal Engine 5
- Virtual Muster
- Redshift
- Autodesk Arnold Renderer

Additional Technical Skills

- Photography
- Camera Operation
- Studio Lighting
- Video Editing
- Filming
- Microsoft Word
- Microsoft Excel
- Microsoft PowerPoint

Relevant Experience

Creative Producer

Morpheyes Studio

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

- Spearheading motion graphics and video editing for high-profile projects, including collaborations with Netflix and gaming clients.
- Producing and leading post-production for educational and nonprofit explainer videos, such as the American Sign Language Deaf Literature Series.
- Developing motion graphics and video content for social media campaigns, including projects for Deaf in Focus and Morpheyes Studio's branded content.
- Executing title sequences and full post-production for narrative projects, including a Deaf documentary film (Title Sequence completed February 23, 2024).
- Contributing to live production assemblies, including Deaf theater performances and CERT (Community Engagement Response Team) events.
- Enhancing brand visuals through special effects and promotional content, resulting in increased engagement and client recognition.
- Directly impacting client success stories through ASL-integrated motion graphics, leading to increased interest from new collaborators.

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)

- Created visually engaging multimedia content and managed social media campaigns to promote student activities and foster community Engagement.
- Strengthened student engagement through creative and strategic social media campaigns.