

Eujiin Lee

Interactive Visual Designer

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PROFILE

MFA Computer Arts student at SVA, with experience in motion graphics, visual design, and content editing across 2D and 3D platforms. Strong interest in visual design, interactive visuals, and emerging media platforms.

SKILLS

Visual Design | 2D · 3D Motion Graphic Design | Adobe Creative Suite (After Effect, Photoshop, Illustrator, Premiere) | Figma | Cinema 4D | Blender | TouchDesigner | HTML, CSS, Javascript | P5.js | Procreate | Google Workspace

PROJECT/AWARDS

Hybrid Realities Lab 2 Six Minutes Past Nine *Mar - May 2025*

- Participating in a virtual experimental studio exploring identity through interviews with anonymous individuals; creating abstract, non-representational 3D environments.

Quantum Creative Hackathon, 1st Place Winner QuEra Computing, UK Government *Feb 2025*

- Collaborated with engineers to develop an educational prototype app explaining quantum computing; designed UI/UX and animated generative visual graphics.

Media Art Exhibition <Dreamscape Odyssey> Yeonsu District *Dec 2023*

- Designed and animated immersive 2D/3D motion content for large-scale outdoor LED screens; handled modeling, texturing, lighting, animation, and compositing.

Media Art Exhibition <Meta Cube Jeonbuk> Jeonbuk Culture Media Gallery *Sep 2023 - Nov 2023*

- Created 3D motion graphics reinterpreting local culture and tourism assets; developed an AR filter for an interactive exhibition experience.

Nongshim Pop Up Exhibition Nongshim, Yoondesign group *Oct 2023*

- Produced conceptual 3D graphics and animation for brand promotion; designed AR experience using Spark AR and integrated branded visuals into an interactive filter.

Self Made Genius Global Competition, Excellence Award Walking House Collective New York *Jul 2023*

- Created a modernized 3D zodiac character series with narrative elements; handled concept design, modeling, texturing, and animation for 12 unique figures.

WORK EXPERIENCE

Library Assistant School of Visual Arts *Nov 2024 - Present*

- Managed equipment checkout, organization, and tracking; supported student access to media resources.

2D/3D Visual Artist Freelancer *Oct 2023 - Present*

- Produced motion graphics, interactive visuals, and generative design across media; awarded and exhibited for projects involving spatial storytelling and AR.

Handsome, Hyundai Department Store Group Fashion Designer, Full-time *Jan 2022 - Sep 2023*

- Led seasonal design projects and visual development; contributed to material research and layout systems across collections.

Shinsegae International Fashion Design Graphic Team, Intern *Mar - Jun 2021*

- Supported garment development for Paris Collection; contributed to user-centered design, visual communication, and styling.

LF Corp. Graphic Design, Intern *Jan - Mar 2021*

- Created flat sketches and factory specs using Illustrator and Photoshop; improved technical drawing and production documentation.

Maison Kimhekim Collection Team, Intern *Dec 2019 - Feb 2020*

- Assisted in graphic design, layout, and styling; supported senior designers in concept iteration and visual storytelling.

Handsome, Hyundai Department Store Group Part-time Design Intern *Jul. 2017 - Feb. 2018*

- Provided fit and visual feedback in a high volume studio; developed adaptability, attention to detail, and communication within collaborative projects, assist designers