



OBJECTIVE

To aspire to create beautiful and meaningful content for digital media.

EDUCATION

University of Southern California
USC Roski School of Art and Design
MFA/Spring 2024

Academy of Art University
School of Graphic Design & Digital Media
BFA/Spring 2019

ACHIEVEMENT

Adobe Creative Jam 2018: 3rd Place Winner(Team 11: Pillar)
Adobe Creative Jam 2019(AELs): 3rd Place Winner(Team 3: Glimmer)

EXPERIENCE

Motion Design/VFX Intern
Disney/FX Networks
Dec 2022 – Present / Los Angeles, United States
This position is within FX Networks, a subsidiary of the Disney General Entertainment Content unit of The Walt Disney Company. I work alongside the Content and Editorial team to create marketing spots for critically acclaimed, awarding winning shows.

Designer
pocket.watch
Apr 2021 – Nov 2021/ Los Angeles, United States
Design presentations and brand identity for the world's biggest YouTube stars, like Ryan's World and Kids Diana Show. As the creator partner, Pocket.watch expand its reach beyond YouTube into publishing, television, film, and consumer goods, forging billion-dollar franchises to bring joy to families all over the world.

Graphic Designer
WET (Design)
Jul 2019 – Feb 2020/ Los Angeles, United States
Responsible for work as part of a team with design directors to help bring WET client's projects (Expo, Olympics, The Dubai Fountain, etc) to life through award-winning experiential and event design. Help created graphics production layout/concept for the Dubai 2020 EXPO consumer products; design web databases and applications for multi-purpose; and provides graphic supports to key strategic communications with WET's client; etc.

SKILLS

Adobe Creative Suite, Motion Graphics, Cinema 4D,
Photography, Creative Writing

AFFILIATIONS

President, AIGA USC

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