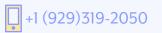


Illustrator, Graphic Designer + Motion Designer





## **EDUCATION**

Parsons School of Design Class of 2022 | GPA: 3.98 BFA Major in Illustration; Minor in Communication Design

# **PROGRAMS**

Photoshop, Illustrator, Indesign, After Effects, Premiere Pro, Figma

# **SKILLS**

### **Illustration**

Traditional Illustration
Digital Illustration
Character design for Game
Concept Art for Game
Silk Screen Printing
Risograph Printing

## Graphic Design

Branding
Art Direction
Animation & Illustration

## Motion Design

2D Animation Cel Animation Motion Graphics

# **LANGUAGES**

English, Cantonese, Mandarin

## **WORK EXPERIENCE**



10/2022 - 06/2023

### **HUSH**

Design Intern | Brooklyn, NY

- Worked with design team to create large-scale technology-forward and data-driven experiences
- Pioneered 2D, UX/UI and motion graphics for experiential design
- Devised design concepts and developed pitch decks to clients



07/2022 - 10/2022

#### MAS

Creative Resident | Brooklyn, NY

- Worked with the creative team to design "real life" events and digital marketing campaigns
- Composed 2D and UX/UI design for branded experiences
- Assisted innovation and development of brand systems for clients



11/2021 - 05/2022

## **Basement Games Studio**

Character Design/Concept Artist | New York, NY

- Researched and developed character design concepts
- Illustrated compositions for marketing collateral
- Collaborated to produce customizable items for in-game use



04/2021 - 08/2021

### **East Meets West**

Branding and Graphic Design Intern | Remote - Seoul, KR

- Conceived logo and brand guidelines for projects "KbeautyFest Global" + "KbeautyFest Live"
- Devised social media templates, powerpoint templates, poster templates etc. assets as part of branding suite