

Objective Seeking to utilize past motion design work experience, education, and capabilities for designing interactive prototypes with physical objects and environments. My passion is in creating innovative product ideas and new user experiences in challenging positions and opportunities.

Education

- sep 2009- april 2012 **Art Center College of Design**, Pasadena, California
Masters of Fine Arts in Media Design
- sep 1999 - april 2004 **Art Center College of Design**, Pasadena, California
Bachelor of Fine Arts in Print / Motion Graphic Design
- sep 1997 - jun 1998 **California State University San Bernadino**, San Bernadino, California
Area of Study: Graphic Design / Photography

Experience

- 2012 **Samsung Information Systems America (SISA)**, San Jose, California
job position: UI / UX / Senior Motion Designer / VFX Supervisor
responsible for: UX Innovations, Design Proposals, Prototyping, Product Idea Demo Animations
- 2009 **BUCK**, Los Angeles, California
responsible for: animation and compositing for TV spots.
- 2009 **Lifetime Television**, Culver City, California
responsible for: design and animation for show promo packages
- 2008 **Roger**, Los Angeles, California
responsible for: design and animation for various commercial spots
- 2007 **Sony Computer Entertainment America (SCEA)**, San Diego, California
responsible for: design and compositing motion graphics for various PS3, PSP, SOE game trailers.
- 2007 **LOGAN**, Venice, California
responsible for: Design and animation of various tv spots including Apple iPod+iTunes, EA games DVD contents for NBA Street '07 and Need For Speed Carbon.
- 2006 **YU & Co.**, Hollywood, California
responsible for: Design and Animation TV Commercials and pitch.
- 2005 **Belief**, Santa Monica, California
responsible for: animate & design promo spots for Soap Network, animation for Honda Auto Show Display, and various other projects.
- 2005 **Fine Living Television Network**, Los Angeles, California
responsible for: design & animate various broadcast station ID's and promos

Recognition

- 2010 Emmy's Award Finalist for Title Sequence Design (Temple Grandin)
- 2003 Dot Magazine
- 2002 - 2003 Art Center Gallery - various works exhibited

Skills

- computer AfterEffects Cinema4D Solid Works 3D Printing Netlab Toolkit Final Cut Pro Illustrator Photoshop Processing Arduino Reactivision OSCulator ReplicatorG Keynote/Powerpoint InDesign/Quark Xpress Flash Dreamweaver Html
- languages fluent in: English, Chinese/Mandarin/Taiwanese
rudimentary in: Japanese, Korean, Spanish
- other rapid prototyping physical computing projection mapping circuit bending creating tangible interactions Arduino and DIY electronics screenplay writing letterpress printing b&w photography dark room printing, automotive repair and modification woodcraft metal craft welding soldering mould making casting resin.

Interests

digital electronics makerbot 3d printing photography motion graphics film making illustrations animations video games automobile design vehicle tuning modifications automotive racing collecting comics collectable toys & antique money exotic predatory fish red eye tree frogs snowboarding martial arts architecture piano buddhism.

* portfolio and referrals available upon request