



PHILLIP HAN
MOTION
DESIGNER
ANIMATOR

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EDUCATION

*ArtCenter College of Design
Pasadena, CA
05.2013 – 04.2019* Bachelor of Fine Arts in Illustration
with an emphasis in Motion Design.

WORK

*Design/Animation Intern
Laundry
Los Angeles, CA
10.2016 – 01.2017* Designed style frames, 2D/3D animation, 3D modeling.
Designed, composited, and animated a chat scene for
Schumer's film "Snatched". Designed and animated a title
sequence for "The Terror of Hallow's Eve".

*Teaching Assistant
ArtCenter College of Design
Pasadena, CA
05.2015 – 08.2015* Assisted faculty member Ko Maruyama in his
3D Motion Graphics class. Critiqued student
work, substituted for the teacher, assisted
in teaching Cinema 4D.

*Design/Animation Intern
Big Machine
Burbank, CA
01.2015 – 05.2015* Designed style frames, pitch decks, 2D/3D animation,
VFX, composting, rotoscoping, 3D modeling for Animal
Planet, Disney XD, Geico, and Ram.

RECOGNITION

*Art Director's Club
of New York
05.2019* Gold Cube Award for "The Artist is Present" Title Sequence

*Adobe Design
Achievement Awards
06.2018* Semifinalist for the film "Dawning".

*Student Gallery
ArtCenter College of Design
Pasadena, CA
2014 – 2016* "There Will Be Blood" Title Sequence, The Ides of
March Title Sequence, Science Channel Identity Branding.

*Art Director's Club
of New York
06.2016* Semifinalist for "There Will Be Blood" Title Sequence.

*Adobe Design
Achievement Awards
06.2015* Silver Cube Award for "There Will Be Blood" Title Sequence.

SKILLS

Cinema 4D, After Effects,
Photoshop, InDesign,
Illustrator, Premiere,
drawing, and painting.

LANGUAGES

English and
Korean (conversational)