



PHILLIP HAN MOTION DESIGNER ANIMATOR

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PHILL@PHILL.TV
PHILL.TV

LANGUAGES

English and
Korean (conversational)

SKILLS

Cinema 4D, After Effects,
Photoshop, InDesign,
Illustrator, Premiere,
Redshift, X-particles,
Substance Painter, Red
Giant Suite, Topaz AI, Element
3D, drawing, and painting.

EDUCATION

ArtCenter College of Design
Pasadena, CA
05.2013 – 04.2019

Bachelor of Fine Arts in Illustration
with an emphasis in Motion Design.

WORK

Freelance Design/Animation
yU+co
Los Angeles, CA
01.2022 – 01.2023

Designed and animated for Chip n Dale, Beavis & Buttthead, The Perfect Find, The Machine, National Treasure, Trinet, For All Mankind, Bobby Brown, Rosaline, Uncharitable, Kisqali, Prologis, Hocus Pocus 2, Dungeons and Dragons, Carbravo, Acrisure, Fire Country, Pinocchio, Heels, CSI Vegas, Rebel Moon, Cadillac, Chevy, Monkey King

Freelance Design/Animation
Nick Jr.
New York City, NY
10.2021 – 10.2021

Designed for Paw Patrol, with Cinema 4D, Redshift, Illustrator, and Photoshop.

Freelance Design/Animation
Buzzfeed
Los Angeles, CA
08.2021 – 10.2021

Designed and animated for BuzzFeed Unsolved Network as a Lead Motion Graphics Artist, with After Effects, Illustrator, Photoshop.

Freelance Design/Animation
yU+co
Los Angeles, CA
07.2021 – 07.2021

Designed and animated for Zeposia, Prologis, and Addams Family, with After Effects, Cinema 4D, Illustrator, and rotoscoping.

Freelance Design/Animation
Cinevative
Los Angeles, CA
04.2021 – 07.2021

Designed and animated by modeling through Cinema4D, Redshift, After Effects, Photoshop, Illustrator, Topaz AI for Team Beachbody Summit 2021.

Design/Animation Intern
Imaginary Forces
Los Angeles, CA
09.2020 – 12.2020

Designed and animated by modeling through Cinema4D, Redshift, After Effects, Trapcode Particular for Supervillains, and Facebook.

Freelance Design/Animation
Misterbedfellow
Los Angeles, CA
07.2020 – 09.2020

Designed and animated for Adult Swim pitch A+Mech Repair using Cinema 4D, After Effects, Photoshop, Illustrator.

Freelance Animation/Design
3RoundBurst
Los Angeles, CA
01.2020 – 02.2020

Designed and animated for Trolls World Tour, composting, particles, and vfx.

Freelance Design
Gentleman Scholar
Los Angeles, CA
07.2019 – 07.2019

Designed for style frames Facebook, concepting for AR filters. Designed style frames for Honda.

Freelance Animation/Design
Laundry
Los Angeles, CA
06.2019 – 07.2019

Animated for Uber using Cinema 4D, modeling, tracking, and After Effects composting.

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, Lower thirds, 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

Silver Cube Award for "There Will Be Blood" Title Sequence.

Adobe Design
Achievement Awards
06.2015

Semifinalist for "There Will Be Blood" Title Sequence.