



PHILLIP HAN
MOTION
DESIGNER
ANIMATOR

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[PHILL.TV](#)

[LINKEDIN](#)

[INSTAGRAM](#)

[VIMEO](#)

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, Midjourney,
ComfyUI and painting.

EDUCATION

ArtCenter College of Design
Pasadena, CA
2013 – 2019

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

EXPERIENCE

Design
Amaré Magazine
10.2024 –

Layout and promotional content.

Design/Animation
Prism Communications
Los Angeles, CA
08.2024

Designed political campaign ads.

Design
Scenic Road
Roeland Park, KS
07.2024

Designing for web series What Really Happened and By the Numbers.

Design/Animation
Interloper Films
10.2023

Design and animation for Social Documentary.

Design/Animation
Activ Sitting Inc.
04.2023

Designing for 3D concept using Daz3D.

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

Design/Animation
Activ Sitting Inc.
01.2022 – 03.2022

Designing 3D concept using Daz3D.

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

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

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.

Design/Animation
yU+co
Los Angeles, CA
07.2021

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

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
Aidebaou
05.2021 – 06.2021

Design for mobile product ad.

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.

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.

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

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

Design
Gentleman Scholar
Los Angeles, CA
07.2019 – 07.2019

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

Animation/Design
Laundry
Los Angeles, CA
06.2019 – 07.2019

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

Designer/Animator
Scraplabs
Los Angeles, CA
10.2017

Design for film title sequences.

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, compositing,
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.