

EDUCATION

Rhode Island School of Design (RISD)
Providence, RI | 2016 – 2021
BFA Illustration Honors Student | GPA: 3.8

Schoolism, Imaginism Studios Inc.
Online | Summer 2019, Oct. - Nov. 2019
Nathan Fowkes - Environment Design (Critiqued), Harmonies of Color (Subscription)

SKILLS

Design | Logo design; Typography; Sticker design; Motion graphics

Artistic | Painterly illustrations both in traditional and digital mediums; Concept art; Visual Development; Animation film

Computer | Adobe photoshop, Illustrator, InDesign, Lightroom, Premiere Pro, and After Effects; Clip Studio Paint; Microsoft Word, PowerPoint, and Excel

Language | Fluent in English & Korean

RELEVANT STUDIOS

GISP 0011: Video Game Development
Spring 2020
Group Independent study program that learns about the history, design and development of video games. A collaborative study with Brown and RISD students.

The Changing Narrative
Spring 2021
Explores challenges and possibilities of innovative storytelling structure: non-linear, interactive, multimedia. Projects ranged from animated illustrations, cartoon strips, to graphic design.

Typography for Illustrators & Illustrator as a Designer
Fall 2020 - Spring 2021
Explores a complementary partnership between graphic design and illustration. Learned how to make logos, mock-up products, typographic illustrations, and motion graphics.

EXPERIENCE

Mass Digi | XP Intern - Producer & 2D Artist & Designer
Worcester, MA | June 2021 - Present
Leads a team of six members to create and commercially publish a mobile game. Holds weekly meetings with mentors and game industry professional developers to pitch and develop the project.

Hyundai & KIA | Research Assistant
Atlanta, GA | June 2021 - Present
A summer research collaborative fellowship between RISD with Hyundai Design Innovation Strategy Group and KIA. Conducts research mainly focusing on insects play in larger sound ecologies. Tries to visualize complex information through sound, animation, interactive media, and spatial concepts.

Aineo Art Studio | Assistant Art Director & Assistant Art Teacher
Duluth, GA | May 2018 - Feb. 2021
Taught high school students to make art portfolios for college admission. Responsible for teaching basics on traditional art and Adobe Suite. Also received art tasks from the head director on Photoshop, graphic design composition work, illustration, and motion graphics.

ACTIVITIES

Brown-RISD Game Developers (BRGD) | E-Board Member & 2D Artist
2019 – May 2021
A club where students from both schools collaborate to produce a game for each semester. Artists, programmers, game designers, and sound designers come together as a team around 10-15 people. E-board members prepared workshops and held weekly meetings for the club.

PROJECTS

CURSE.or | Spring 2021
A 2D pixel Snake inspired game where the player saves their computer from viruses by encircling them with the trail of a mouse cursor. Worked as a lead artist.

BRGD Dream Suite | Fall 2020
A collection of mini-games based on the theme dreams and sheep created by BRGD. Created overworld illustration and UI designs.

Turnin' Tail | Spring 2020
A 3D platform rotation puzzle game made by the GISP 0011: Video Game Development class. A collaborative study project with BRGD. Done 2D & 3D environment concept art, illustrations, and 3D modeling for the game.

Diner | Fall 2019
An narrative point-and-click game created by BRGD. Done concept arts, character design, environment design, and title screen art for the game.