

KEUN YOO

animator x designer

EXPERIENCE

KNOWN

Senior Designer Mar 2022 - Dec 2023 Los Angeles, CA

- Assist in the production of creative briefs for social media executions, starting with the creation and designing of mockups and finessing them into final deliverables, both static and animated.

ODK MEDIA

Senior Motion Graphics Designer Mar 2021 - Mar 2022 Fullerton, CA

- Assisted in the production of video and motion assets for the marketing department, such as ad bumpers for premium trials and promotional content for sales products in the ODK shop.
- Worked closely with other designers to create original title sequence animations for OndemandKorea original productions, and assisted with company branding through the creation of logo animations to be used in social media content and movie distribution.
- Provided animatics for UX / UI designs to be used for TV app prototypes

IGNITION CREATIVE

Digital Designer Oct 2019 - Mar 2021 Playa Vista, CA

- Created designs, concepts, and sample layouts for film social campaign pitches based on knowledge of layout principles and aesthetic design concepts.
- Developed graphics and layouts for social media, product illustrations, company logos, websites and branded content.

BLIZZARD ENTERTAINMENT

Associate Motion Designer Nov 2017 - Feb 2019 Irvine, CA

- Created both video and still assets to support the content in major beats, including promotional videos and teasers for skin spotlights and gameplay updates for both social media and the Blizzard client.
- Captured gameplay footage needed, providing dynamic shots of gameplay to create interesting video assets to supplement events and specific promotions.

EXPERIENCE (CONT'D)

RIOT GAMES

Freelance Motion Designer Apr 2019 Los Angeles, CA

- Collaborated with the publishing team to create two login screen animations for MSI 2019, as well as the new "Houses" event for League of Legends.

FELLOW LA

Freelance Motion Designer May - Aug 2017, Aug - Oct 2019 Los Angeles, CA

- Created supporting GFX for TV spots and digital content for clients including Twitter, and Honda.

SONY PLAYSTATION

Motion Designer Jun 2016 - Oct 2016 Los Angeles, CA

Motion Design Intern May 2015 - Aug 2015 Los Angeles, CA

- Created animations supporting promotional videos for new games
- Worked on a varied array of design projects spanning from print to digital media across a number of PlayStation titles.

EYESTORM PRODUCTIONS

Freelance Motion Designer Jun 2016 - Oct 2017 Los Angeles, CA

- Tasked with creating GFX for video content to showcase new characters, for Clash of Clans, Clash Royale, and Brawl Stars, including new cards, and game update teasers.

EDUCATION

OTIS COLLEGE OF ART AND DESIGN

BFA Digital Media Aug 2012 - May 2016 Los Angeles, CA

SKILLS

Adobe Suite - After Effects, Photoshop, Illustrator, Premiere Pro

Plugins & Scripts - Element 3D, Trapcode Suite

Cinema 4D

Figma

Languages - English, Korean