

I am currently the lead editor of animation at Attn:, where I art direct branded content and edit the final deliverables, using best practices to optimize social media performance. Outside Attn:, I specialize in editing digital shortform content ranging from experimental comedy web shows, promotional videos, and music videos.

EMPLOYMENT

♦ Attn: *Lead Editor of Animation + Director + Producer // March 2015 - Present*

Issues-driven media company creating social justice-oriented viral video content. 500 mil+ views monthly on Facebook.

- Edit and art direct branded and original animated content for social media from conception to final output.
 - Oversee animation production from ingest/conception, art direction, edits, to deliverables.
 - Create moodboards and pitch decks to communicate look/feel and visual concepts to clients.
 - Select clients include: Apple Music, Samsung, Showtime, Zillow, REI, IBM, Dept. of Homeland Security
 - Worked closely with the creative director to build the animation department from the ground up.
 - Established pipelines and hired talent; produced, animated, and edited 30+ original animated explainers averaging 3mil + views, before focusing more on art directing and editing animated content.
- Directed a pilot of an animated series developed for Apple Music & Attn:, April-August 2017.
 - Led a team of ten illustrators, motion graphics designers, story board artists and composers.
 - Oversaw art direction and conceptualized visual storytelling based on the script.
 - Directed voiceover sessions and assembled the final edit of animation, music, and voiceover.
- Directed and produced Spotify & ATTN:'s 10-episode animated series "Deconstructing," March-Oct 2016.
 - Oversaw the series from inception through completion, from pitching concepts, editing, to final deliverables.
 - Led a team of five illustrators and motion graphic designers.
 - Managed communication chain with Spotify's Head of Originals.
- Outside animation, pitched & co-produced a Shorty Awards finalist 3-part mini documentary series on the subversion and evolution of drag, which garnered 3.1mil+ views.

♦ Freelance Editor / Motion GFX Designer *2010 - Present*

- Edit 30+ digital short-form videos. Bilingual editor (Korean + English). Select clients include:
 - of Montreal - "Paranoic Intervals/Body Dsymorphia" Music Video, January 2018
 - Omaze: promotional/documentary videos for *Teen Wolf*, Kelly Slater, and G-Dragon campaigns, October 2017
- Animate 2D motion graphics; rig and animate 2D characters (DUIK/Puppet Tools) in After Effects.
- Color grading & basic sound design: color grading RAW footage, adding music & sound effects, mastering audio mix.
- Design digital promotional content for social campaigns and physical media such as posters, stickers, and flyers.

♦ Telefantasy Studios *1st Assistant Director + PA // September 2014 - March 2015*

- Broke down shot list, created shooting schedules, managed set flow, and kept the shoot on time. Select credits:
 - of Montreal - "Paranoic Intervals / Body Dysmorphia" Music Video, December 2017, 1st AD + Editor
 - John Maus - "Touchdown" Music Video, October 2017, 1st AD
 - Beach House - "The Traveller" Music Video, Prod. Wondros, July 2016, 1st AD

♦ EDUCATION

Northwestern University '14
B.A. Film Production
Integrated Marketing Certificate

♦ SKILLS / SOFTWARE

• Art Direction • Premiere
• Content Ideation • After Effects
• Edit/Motion GFX • Photoshop

♦ INTERESTS

• Serif font-enthusiast
• Goth and drag culture