

ANDY SHIN

MULTIMEDIA DESIGNER

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SKILLS & WORK EXPERIENCE

Programs
Adobe Creative Suite
Maxon Cinema 4D
Unity

Design
Interaction Design
Visual Design
Data Visualization

Languages
English
Korean

Working on
Python
Unreal Engine 5
Blender

3d Designer

VRIFY Technologies Inc. / Dec 2018 - Present

Assembling 3D mining data of various types into a geo-referenced model to be used on company's proprietary app. Convert various data into workable format to use in Cinema4D including QGIS and RHINO. Working with clients and liaisons to present the data to tell their story for press releases and conventions. Design and troubleshoot methods on displaying high quantity of content in a small space.

Freelance Content Producer

APEX Sports Management / 2014 - Present

Designed the branding of the company and various content including website, business card, and social media content. Designed the social media campaign content for business collaboration with LA GALAXY FC including graphics and video. Designed the social media graphics for business collaboration with various clients including FC Benefica.

Lead Video Editor

Akshon Esports / Oct 2017 - Dec 2018

Produced OVERWATCH and OVERWATCH LEAGUE video content from interviews, analysis and hype trailers. Worked with OVERWATCH LEAGUE team, TORONTO DEFIANT, to produce content for their brand launch. Managed international editorial team for Korean League of Legends content. Consulted with Editor in Chief on social media content release strategies. Produced and released the first video on the company channel that reached 1 million views.

2D Animator

Simon Fraser University / Sept 2016 - Dec 2016

Produced 5x 2D animations for SFU's International Co-op office explaining western phrases to international students. Produced an original 2D animation with an original storyline telling the hardship of an international student. Produced a 2D animation adaptation of a story of a "Giraffe & Elephant" that shows cultural differences.

3DCG Designer

Fukui Byora Ltd (International Co-op) / Sept 2016 - Dec 2016

Produced 5x 2D animations for SFU's International Co-op office explaining western slangs. Produced an original 2D animation with an original storyline telling the hardship of an international student. Produced a 2D animation adaptation of a story of a "Giraffe & Elephant" that shows cultural differences.

EDUCATION

Simon Fraser University

2011 - 2018

Bachelor of Science in Interactive Arts and Technology
(Animation, Interactive Technology, Video Graphics and Special Effects)
Activities and Societies: Simon Fraser University Chamber Orchestra.
Recognition in completing 4 semesters of Co-op placements.

PROJECTS

YouTube | Podcast | Twitch content

Started a gaming related YouTube, Podcast and Twitch channel to practice creating graphics and video editing. Did several commissions for various YouTubers to create content for their channels from basic editing to subtitling.