

SUNGMIN SCOTTSON

Motion Designer
+ 3D Cinematic Artist

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Education

September 2018–April 2025
ArtCenter College of Design
Pasadena, CA
Bachelor of Fine Arts in Graphic Design
Specialization in Motion Design and
Cinematic Art

Experience

October 2022–Present
**Freelance: Virtual Content Director,
Cinematographer**
Clients: Parable Entertainment,
Metaverse Entertainment
Seoul, South Korea

Create cinematic art for the music videos
of virtual artists in South Korea, with total
views on YouTube exceeding 50 million.

June 2022–August 2022
Graphic Design Intern
Ventureblick
Seoul, South Korea

Worked as a junior designer at an NFT
platform startup, assisting the senior
designer in various tasks. Responsible
for branding, UI design, and motion
design for the platform “PieceNPiece.”

November 2020–March 2022
Military Service
KCTC (Korea Combat Training Center)
Inje, South Korea

Served as a squad leader for one year,
leading a platoon. Developed the ability
to gather and organize opinions, make
quick and precise decisions, and
analyze each member’s strengths to
assign tasks efficiently.

Recognition

February 2025, 2024
ADC & TDC Awards
Media (Cinematic)
Notion Rebrand (Branding)

January 2024–April 2024
ArtCenter Student Gallery
Arrival: Unknown (Sequence poster)
Media (Cinematic)
Journey: The Second Step (Cinematic)

Fall, Summer 2023, Spring 2020
Provost’s List
ArtCenter College of Design
GPA of 3.8 or higher

Expertise

Strong working knowledge of:
Unreal Engine 5, After Effects,
Illustrator, Blender

Familiar with:
Photoshop, Cinema 4D, Red Giant,
Substance

Skills:
Brand identity development, 3D lighting,
cinematography, cartoon shading, facial
animating, color grading, storyboarding,
2D compositing, motion capture
directing, logo design

Languages:
Korean (native), English (fluent),
Japanese (conversational)

