

# MARVIN HAN

## Motion Graphics Artist / Creative Technologist

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### SUMMARY

As an experienced Motion Graphics Designer and Creative Technologist with over 8 years in in-house agency environments, I am eager to join a vibrant creative team. My background includes pivotal roles in art direction, campaign enhancement, and workflow automation, demonstrating a unique combination of creative talent and technical proficiency. Committed to elevating brand narratives and operational efficiency, I am prepared to make a significant impact on your creative endeavors.

### EXPERIENCE

#### Motion Graphics Artist / Creative Technologist

**MasterClass** 📅 04/2020 - Present

- Collaborated with Art Directors on multiple high-profile brand-level campaigns, contributed to art direction, storyboards and created engaging typography animations.
- Played a key role in the company's branding overhaul, applying new brand guidelines to over 120 class trailers to ensure visual consistency and brand coherence.
- Created a comprehensive library of text animation templates and MOGRTs, allowing editors to independently handle initial title card designs. This shift streamlined workflow, tripling graphic artists' capacity for project intake.
- Designed motion graphics for performance marketing and adapting designs for diverse digital platforms.
- Developed Adobe Premiere extensions for efficient data extraction from sequences, enabling editors to produce clearance reports while reducing processing time by 65%.
- Worked cross functionally with the design team to automate a time-consuming workflow using scripting saving 20 minutes per asset.

#### Motion Graphics Lead

**GoPro** 📅 08/2018 - 04/2020

- Led the production and international localization of point of purchase (POP) videos for thousands of retail stores, overseeing the process from concept and storyboarding to executive presentations, resulting in successful deployment.
- Led a team of 3 to handle the localization process in-house ensuring on-time delivery for global vendors.
- Developed new techniques for 3D animation leveraging existing 3D software to reduce cost.
- Pitched upcoming CG styles and presented creative solutions in executive leadership team meetings.
- Created motion graphics for brand and advertising to support product launches along with Spring and Fall campaigns.

#### Senior Motion VFX Artist

**Form & Fiction** 📅 09/2015 - 08/2018

- Handled motion and visual effects advertisement projects for clients such as HP, Salesforce, Juniper, and others.

#### Motion Visual Design Intern

**Samsung - NExD Lab** 📅 05/2015 - 08/2015

- Created visuals and motion assets for usability testing and a collaborative intern project.

### SKILLS + TOOLS

<b>After Effects</b>	<b>Illustrator</b>	<b>Photoshop</b>	
<b>Premiere Pro</b>	<b>JavaScript</b>	<b>CSS</b>	<b>HTML</b>
<b>Python</b>	<b>Blender</b>	<b>Maya</b>	<b>Nuke</b>
<b>Compositing</b>	<b>Rotoscope</b>		

### MISC SKILLS + TOOLS

<b>Microsoft Word</b>	<b>Microsoft PowerPoint</b>
<b>Microsoft Excel</b>	<b>Google Slides</b>
<b>Google Docs</b>	<b>Google Sheets</b>
<b>Sublime Text</b>	<b>Visual Studio Code</b>
<b>Adobe Creative Cloud</b>	

### EDUCATION

#### Bachelor of Science in Motion Graphics and Visual Effects

**The Art Institute of California - San Francisco**  
📅 05/2011 - 03/2015    With Honors  
**3.6 / 4.0**