

LINK HUANG

Motion Graphics and Interactive Media design

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Education

- sep 2009- april 2012 **Art Center College of Design**, Pasadena, California
Masters of Fine Arts in Media Design
- sep 1999 - april 2004 **Art Center College of Design**, Pasadena, California
Bachelor of Fine Arts in Graphic Design/Movement-Based Design
- sep 1997 - jun 1998 **California State University San Bernadino**, San Bernadino, California
Area of Study: Graphic Design / Photography

Experience

- spring 2005-spring 2010 **Shine Studio**, Santa Monica, California
freelance
responsible for: Design & Animation for various commercial, title sequence.
- spring 2005 ~ spring 2010 **Roger**, Los Angeles, California
freelance
responsible for: design and animation for various commercial spots
- spring 2009 **Lifetime Television**, Culver City, California
freelance
responsible for: design and animation for various promo packages
- spring 2008 **BUCK**, Los Angeles, California
freelance
responsible for: animation and compositing for NBA Amazing '08 TV spots.
- spring ~ summer 2007 **SCEA (Sony Computer Entertainment America)**, San Diego, California
freelance
responsible for: design and compositing motion graphics for various PS3, PSP, SOE game trailers.
- fall 2006 ~ spring 2007 **LOGAN**, Venice, California
short term permalance
responsible for: Design and animation of various tv spots including Apple iPod+iTunes,
EA games DVD contents for NBA Street '07 and Need For Speed Carbon.
- summer 2006 **YU & Co.**, Hollywood, California
freelance
responsible for: Design and Animation Colgate Commercial pitch.
- fall-winter 2005 **Belief**, Santa Monica, California
freelance
responsible for: animate & design promo spots for Soap Network, animation for Honda Auto Show Display.
- spring~summer 2005 **Fine Living Television Network**, Los Angeles, California
freelance
responsible for: design & animate various broadcast station ID's and promos

Recognition

- 2010 Emmy's Award Finalist for Title Sequence Design (Temple Grandin)
- 2003 Dot Magazine
- 2002 - 2003 Art Center Gallery - various work exhibited

Skills

- computer AfterEffects Cinema 4D Final Cut Pro Illustrator Photoshop
InDesign Quark Xpress Flash Dreamweaver HTML Premiere
Painter Powerpoint SoundEdit Fontographer Microsoft Office
- languages fluent in: English Mandarin Taiwanese
rudimentary in: Japanese, Korean, Spanish
- other Creating tangible interactions with Arduino and other Micro controllers. Model Prototyping,
Letterpress printing with handset foundry type, Manual photography and dark room printing,
Automotive repair and modification, woodcraft, metal craft, casting resin.

Interests

Photography, motion graphics, films, illustrations, automobile design & racing,
modifying import race cars to gas rc cars, collecting comics, toys, figures
& antique money, animations, video games, exotic predatory fish, poison tree frogs,
snowboarding, gadgets, martial arts, architecture, playing piano, flute, listen to
baroque classic, trance, rock, hip-pop, poetry, philosophy, buddhism.