

Kyuri Kim

Motion Designer
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Creative Direction
Design & Motion
Branding
Visual Storytelling
3D / Animation
Collaboration

Creative Motion Designer with a strong background in branding, design, and motion, creating compelling visual stories across digital media.

Skilled in Adobe Creative Suite, Cinema 4D, and UI/UX motion, with expertise in 2D/3D animation and design systems.

Strong collaboration and problem-solving skills, consistently delivering high-quality results under tight deadlines.

Hornet Studio, New York

Motion Designer — Jan 2025–Present
Junior Motion Designer — Nov 2023–Jan 2025
Intern — May 2023–Sep 2023

Work experience

- **Lead Designer, OFFF MX 2024** Title Film (Design, 3D, Motion)
- Executed advertising projects for global brands including **Adobe, Spotify, Apple Cash, and Google**. Hands-on experience in 2D/3D motion, UI animation, and design system development
- Contributed to concept development, storyboarding, and art direction from early stages to final delivery
- Collaborated with international teams of designers and animators to ensure cohesive visual storytelling

Junior Motion Designer / Intern

- Contributed to animation, design system development, and social campaign visuals. Participated in branding film production and motion design projects

Ringling College of Art & Design | Sarasota, FL
BFA: Motion Design, May 2023

Chung-Ang University | Seoul, South Korea
BFA: Sculpture, 2014-2018 | GPA: 3.82/4.50

Education

Awards

- Motion Design Awards | 2025
- Young Ones PORTFOLIO Winner | 2024
- Communication Arts Illustration Competition Winner | 2024
- Promax Award Spark Gold Winner | 2023
- Modest Award Best in Show | 2023

Skills

Adobe Creative Suite (Photoshop, Illustrator, After Effects, InDesign), Figma
Cinema 4D (Redshift, Octane),
Soft Skills (Collaboration, Problem-solving, Communication)
Languages: Korean (Native), English (Professional working proficiency)