

Profile

I am a Motion Designer/Artist specializing in motion graphics, generative art, visual systems, and information-led storytelling. I turn complex topics into clear, narrative motion work through research, structured prototyping, and iterative refinement. I build modular assets and visual guidelines to maintain consistency across platforms and formats.

Selected Projects

Dark Winds - Branding Package

2026

Art Director on a three-person team, leading the art direction for a full motion branding package for the TV show Dark Winds. Directed concept development, visual direction, and storyboarding, and oversaw final touches across all deliverables — including a 30s broadcast promo, three 10s social promos, a series of cut-downs, and static social posters.

In the Mood for Love - Title Sequence

2025

Solo project — independently handled every stage of production, from concept development and visual direction to prop styling, set design, performance direction, filming, and post-production.

Digital Ripple - Projection Mapping for Digital Graffiti

2025

Solo Creator — independently designed and developed the full visual experience in TouchDesigner, then presented the work as a large-scale architectural projection mapping piece for Digital Graffiti, a projection art festival, delivering an immersive, one-of-a-kind visual encounter for the audience.

Education

Savannah College of Art and Design(SCAD)

M.A. Motion Media Design
2024 - 2026
Savannah, GA, USA

Hong Kong Baptist University

B.F.A Media Arts and Design
2020 - 2024
Zhuhai, Guangdong, China

Skills

Creative and Art Direction
Concept and System-Driven Design
Visual Storytelling
Graphic Design
Generative Motion Design
Video and Audio Editing
Visual Research and Experimentation
Team-Based Ideation and Workflow
Detail-Oriented Systems Thinking
Creative Curiosity

Software

Adobe Creative Suite

After Effects
Premiere Pro
Photoshop
Illustrator
InDesign

TouchDesigner

MadMapper

Blender

Maya

Figma

Procreate