

JUNE KIM

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SKILLS

After Effects
Photoshop
Figma
Cinema 4D
Illustrator
Premiere Pro
NanoBanana
Midjourney
Adobe Firefly
Autodesk Maya
Redshift
Ableton Live Suite
Protools
Touch Designer
MadMapper
2d/ 3d Design
2d/ 3d Animation
Branding and Typography
AI design/motion generate
Storyboarding
Sound Design

AWARDS

Red Dots, 2025
Winner | project "TYR"
Communication Arts, 2025
Winner | project "TYR"
Winner | project "Journey"
Young Ones ADC, 2025
Bronze | project "Journey"
IDA Design Awards, 2024
Silver | project "KINETIK"
LG Social Campus, 2020
Bronze Film Prize

EDUCATION

Savannah College of Art and Design (SCAD)
BFA Motion Media Design, Nov 2024

EXPERIENCE

Hornet

Jan 2026 - Current | Motion Designer | Intern | Hybrid

- Developed visual concepts and motion explorations for global campaigns for Google Play, Instagram, and Apple.
- Executed animations across social, digital, and broadcast deliverables.
- Integrated iterative feedback from internal and client reviews to refine final outputs.

Scholar

April 2025 - Dec 2025 | Motion Designer | Intern | Hybrid

- Contributed to concept development and visual direction for commercial projects including Taco Bell, Target, Dentastix, and Topstep.
- Developed design systems, motion language, and visual assets aligned with evolving brand identities.
- Designed and refined visual assets through Adobe Suite, AI tools, Figma, Cinema 4D, and Maya.

CIELO agency

Jan - April 2025 | Motion Designer | Intern | Remote

- Delivered motion assets for multi-platform campaigns reaching global audiences.
- Utilized AI tools to generate composite imagery and contribute to early stage promotion concepts, expanding from a 3D-focused background into a well-rounded generalist.

Google X SCADpro

Summer 2024 | Motion Designer | Contract | Atlanta, Georgia

- Designed and animated motion graphics highlighting AI-driven UI/UX within Google Workspace.