UX & Motion Designer
Danny Cho

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EXPERIENCE

Environments Studio Teaching Assistant
School of Design | 2021 Spring - Current

Providing insights, preparing demos for different tools, for junior environments students as a TA.

Head of Motion Graphics
Lunar Gala Fashion Show | 2020 Summer - Current

Leading the 3D motion team for the production of Pittsburgh's largest annual fashion event.

UX & Motion Graphics Intern / Freelancer
TH Experiential | 2020 Summer

Ideating virtual brand events through 3D and 2D motion graphics and prototypes for various clients

Design Research Assistant
Machine Learning Department | 2019 Summer - Fall

Conducted user research, designed web apps for transparent & fairer gig-driving algorithm.

Motion Designer
CyLab - Security and Privacy Institute | 2019 Fall

Designed motion graphics for CMU's Computer Science Department, showing acheivements of CyLab.

E-Commerce UX Design Intern
Against All Odds Fashion | 2018 Summer

Designed the layout, and ideated marketing strategies for AAO's e-Commerce website launching.

EDUCATION

Carnegie Mellon University
Bachelor of Design, 2021
Environments Design Major &
Human Computer Interaction Minor

Lee Goldman Scholarship Award
Brand X - Honorable Mention
Dean's list 2019-2020

TOOLS / SKILLS

Motion / Video	UX/UI
3D & 2D Motion	Figma
Cinema 4D	Principle
After Effects	Sketch/Invision
Adobe Premiere	Storyboarding
Lottie	Wireframing
	User Research

Prototyping	Want to Learn
HTML / CSS	Three.js
p5.js	Unreal Engine
Arduino	
3D Printing	
TouchDesigner	
Unity	