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# RYAN YONG

## Motion Graphics Artist



## WORK EXPERIENCE

**Hogarth Worldwide** *Nov 2020 - Present*  
Motion Graphics Designer



**Clients:** Singtel, HSBC, Lexus, Coca-Cola

At Hogarth Worldwide, I support global brand names by providing technical know-how and creative strategy to produce eye-catching animations for TVCs, socials and digital mediums. In my time here, I have:

- Closely collaborated with teams to refine storyboards, improving narrative flow and production efficiency.
- Implemented a tier-costing system for Singtel, improving production efficiency and reducing delivery times by 25%.
- Mentored junior motion designers.
- Been part of Hogarth's Metaverse Foundry, a team formed to innovate marketing technology on metaverse platforms.

**Freelance** *Oct 2019 - Oct 2020*  
Motion Graphics Designer



**Clients:** AEVice, Scoot, Thomson Osteopro

Produced and creatively directed animated videos for various agencies and clients.

Work done includes 2D and 3D motion graphics, VFX compositing and editing.

Agencies freelanced at include Mullenlowe Group, BLKJ Havas and Zeetrope Pte Ltd.

## SKILLS

3D Modelling, Rigging, Texturing & Rendering



Editing, VFX & Compositing



Illustration & Motion Graphics



Programming in C++ and Java



## EDUCATION

*2015 - 2019*

**Nanyang Technological University**

- Bachelor of Fine Arts in Digital Animation
- NTU CoHASS Dean's List of 2019
- NTU School of Art Design & Media Graduation Committee

*2010 - 2013*

**Temasek Polytechnic**

- Diploma in Game & Entertainment Technology