

Jin Sung

Designer : Creating stories and new experiences

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Production/Experiential Designer with seven years of work experience in the entertainment industry, including branded experiences, live performance, and film/TV productions. Strong in creative thinking, visual development, teamwork, and time management. Specialized in scenic design and 2D/3D visualization, utilizing a diverse array of software professionally. Uses structured spaces as a foundation to form design aesthetics by focusing on decisive storytelling.

SKILLS

Software :

Adobe Creative Suite (Photoshop • Illustrator • Premiere • After Effects • InDesign)
SketchUp • V-ray • Lumion • SU Podium • Vectorworks 2D/3D
AutoCAD 2D/3D • Layout • Autodesk Alias • Blender • Cinema 4D

Practical :

2D/3D Visualization • Storyboard • Drafting • Scenic Art • FF&E
Scenic Model Building • Sketch • Painting • Digital Illustration
Sculpting • Set Dressing • Industrial Mockup • Presentation

EDUCATION

California Institute of the Arts (Calarts)
Ewha Womans University (Seoul, Korea)

Scenic Design | Master of Fine Arts
Industrial Design | Bachelor of Fine Arts

EXPERIENCE

Jin Sung Art Studio

Freelance Art Director / Experiential Designer (2022~)

Experiential / production design for large branded events, forums and TV productions.
Roles include lead experiential designer / art director / senior 3D designer.
Concept development, 2D/3D visualization, Rendering, Drafting, On-site execution, etc

Agencies include : NVE Experience Agency, MAS, Awesome+Modest Production
Clients include : Google, Hulu, Paramount+, Chase, Square, Diageo, Fat Ham Broadway, etc

AGENC Experiential+Digital

Experiential Designer (2021~2022)

Production design for large scale branded events. Created main concepts and mood boards.
Developed space layout/floor plans. Designed activations, signage, and branded premiums.
2D/3D modeling, rendering and visualization. Built client presentations. Worked with vendors.
Managed fabrication. Collaboration with producers and technical directors. On-site execution.

Clients include : Disney+, Amazon, Netflix, Fox, IMDb, Peacock, Oribe, Patron, Goop, etc

TV / Film Production :

Production Designer / Art Director (2018~2022)

Led the art department. Created initial concepts of films and storyboards for each scene.
Location scouting. Ran production team meetings. Budgeting for the set/prop. Set dressing.
Set structure design/installation. Created 2D/3D visualization. Spatial layout/floor plans.
Prop design/fabrication. Worked with technical directors/prop vendors. On-site setup.

Credits Include:

HIÉU (2019)	Production Designer • Dir. Richard Van • 2019 Cannes Film Fest < Cinefondation, 2nd Prize >
The Lady and the Dale (2021)	Background Set Designer & Animator • PD. Liz Toonkel • HBO TV Documentary Series
Indulgence (2022)	Production Designer • Dir. Bruce Chiu
Fire Born (2021)	Production Designer • Dir. Daniel Carsenty
Realationship (2021)	Production Designer • Dir. Bo Nawacharee
String of Fate (2021)	Production Designer • Dir. Bruce Chiu
Blocked (2021)	Production Designer • Dir. Sara Caldwell. Walter Gorey • House of Gorey Productions
Glitch (2021)	Art Director • Dir. Sara Caldwell. Walter Gorey • House of Gorey Productions
First Thing (2021)	Production Designer • Dir. Shrayek Kapil
Where There's Smoke (2021)	Production Designer (2nd unit) • Dir. Gabe Braden
Jurassic Punk (2020)	Production Designer • Dir. Joshua Akin
Pieces & Bits (2019)	Production Designer • Dir. Bo Nawacharee
In the End, We Shall Meet Soon (2018)	Production Designer • Dir. Yikai Wu
Kitchen Boss Vacuum Sealer (2019)	Commercial Set Designer • DA Culture International Inc • Los Angeles. CA

Live Event Production :

Scenic Designer for live events such as classic/immersive theater (2015~2020)

Led the design departments. Created main concepts of the show. Built scale models and props. Designed structure of the set. Managed scenic assets installation. Created 2D/3D visualization. Developed elevation/floor plans. Graphic Design. Budgeting. Rehearsal Check. On-site setup.

Credits Include:

Caligula (2020)	Scenic Designer • Dir. Natalia Lassalle-Morillo • Ensemble Theater • Santa Clarita. CA
What Remains (2019)	Scenic Designer • Dir. Heidi Duckler • Heidi Duckler Dance • Wende Museum. Los Angeles. CA
The Maids (2019)	Scenic Designer • Dir. Mannon Manavit • Butler Building • Valencia. CA
Wild Duck (2018)	Scenic Designer • Dir. Scarlett Kim • Calarts Theater Lab • Valencia. CA
He Brought Her Heart Back in a Box (2018)	Asst. Scenic Designer • SD. Chris Barreca • TFANA • NYC • < 2018 OBIE Awards Winner >
Out of Darkness (2018)	Asst. Scenic Designer • SD. Dorothy Zhu • Ensemble Theater • Santa Clarita. CA
Kiss (2017)	Asst. Scenic Designer • SD. Melanie Waingarten • Walt Disney Modular Theater • Valencia. CA
A Doll's House (2016)	Asst. Director & Set/Prop • Dir. Hyun-Ok Song • DongSoong Art Center • Seoul. Korea
Hamlet (2014-2015)	Asst. Director & Set/Prop • Dir. Hyun-Ok Song • Arko Arts Theater • Seoul. Korea

Interactive Space/Product :

Designer for interactive space/AR system/products (2014~2019)

Created initial concepts based on identities of brand/project. Digital/Hand sketch. Designed the journey for guests. 2D/3D Visualization. Modeling. Rendering. Animation. Layout. Storyboard for user experiences. Designed space/object to interact with AR system.

Credits Include:

ISLAND, 'SEOM' AR Interaction (2018-2019)	Scenic Design & Experiential Design • Lead. Eugene Yen • Los Angeles. CA < 2018 Slamdance DIG Festival. 2018 SIGGRAPH ASIA. 2018 INDIECADE Night Games >
Mokdong Childeren Hospital RFP (2015)	Experiential Interior Design RFP • Mokdong Children's Hospital • Seoul, Korea
Samsung Smart Products RFP (2014)	Product / Experiential Design RFP • Samsung Design Team • Seoul, Korea