

# Jin Sung

Email : jinsungart21@gmail.com

Web : jinsungart.com

Phone : (661) 600 - 5124

Designer : Creating stories and new experiences

Experiential / Production Designer with seven years of work experience in the entertainment industry, including experiential marketing, live performance, and film/TV productions. Strong in creative thinking, visual development, teamwork, and time management. Specialized in spatial 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 • Keyshot • Vectorworks  
AutoCAD • Layout • Autodesk Alias • 3ds Max • Blender • Cinema 4D

### Practical :

Model Building • Drafting • Painting • Sketch  
2D/3D Visualization • Storyboard • Budgeting • FF&E  
Sculpting • Molding • Industrial Mockup • Presentation

## EDUCATION

California Institute of the Arts (Calarts)

Scenic Design | Master of Fine Arts

Ewha Womans University (Seoul, Korea)

Industrial Design | Bachelor of Fine Arts

## EXPERIENCE

Jin Sung Art Studio

Freelance Experiential Designer / Art Director (2022~)

Designing for large scale branded experiences/productions.

Clients include : NVE Experience Agency (Ketel One, Musical Fat Ham), Awesome+Modest

AGENC Experiential+Digital

Experiential Designer (2021~2022)

Designed for large scale branded experiences. Created main concepts and mood boards. Developed space layout/floor plans. Designed activations, signage, and branded premiums. 2D/3D modeling and visualization. Built client presentations. Worked with vendors. Managed fabrication. Collaboration for budgeting & RFP. On-site execution.

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

### TV / Film Production :

Production Designer / Art Director (2018~2021)

Led the art department. Created initial concepts of films and mood boards for each scene. Location scouting. Ran production team meetings. Budgeting for the set/prop. 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:

HIẾU (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
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
Indulgence (2021)	Production Designer • Dir. Bruce Chiu
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.  
Designed structure of the set. Managed installation. Created 2D/3D visualization.  
Developed elevation/floor plans. Rehearsal Check. On-site setup with technical directors.

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.  
Designed the journey for guests. 2D/3D Visualization.  
Layout. Product Sketch. Designed space/object to interact with AR system.

Credits Include:

ISLAND, 'SEOM' AR Interaction (2018-2019)	Spatial & Experiential Designer • 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