

# Hongju Lim

Motion Graphic, 3D Animation, Videography

A motion graphic designer and a filmmaker who loves creating videos that delights both children and adults.  
Fast Learner, Responsible, Team Player, Problem Solver

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## EXPERIENCE

### University of Connecticut Digital Media and Design Storrs, CT

*Instructor, Teaching Assistant* Aug 2020-May 2021

- Instructor of "Moving Image and Sequence" (Film Editing) Course
- Assistant for 3D Animation Course

### Freelance - Videographer

2017-2021

Wedding Film, Music Video, Promotion Video, Educational Video

### Visionpower Daejeon, South Korea - Leader of Media Team

Sept 2014- Aug 2019

- In charge of overall media of three-day camps (16 camps per year)
- Training staff on all aspects of live video production
- After-movie Production, [Promo Video Producer](#) (Cinematography, Editing)

### Short Film - Director, Producer, Synchronous Recordist, Associate

*Director* 2014-2019

- Director : [ON Time](#) (2019) [Growing Pains](#) (2017)
- Synchronous Recordist : [Behind the Hole](#) | Seo-Young Shin (2018)  
(screened in 23 film festivals) Also **eight** other short films
- Associate Director : [Empty House](#) | Hyun-Jin Shin (2017)  
(2018 Diaspora Film Festival award winner)

## COLLABORATIVE PROJECT

### William Benton Museum Storrs, CT - 2021 MFA Thesis Exhibition

- Exhibited 3D animated short film [Ensemble](#), made with real-time rendering in Unreal Engine 4

### University of Connecticut Storrs, CT - Scientific Visualization

Aug-Dec 2019

- Developed [science education animation](#) for use in BIO 1107 lab course taught at University of Connecticut

### Bushnell Performing Art Center Hartford, CT - Motion Graphic

*Designer* Aug-Dec 2019

- Designed and animated images for architecture [projection mapping](#)

## EDUCATION

### ChungAng University

Seoul, South Korea - Aug 2019

BA, Film Studies / Game & Interactive Media  
(studied film-making and relevant skills)

### University of Connecticut

Storrs, CT - Aug 2021

MFA, Digital Media & Design  
(studied 3D animation and motion graphic)

### Rusty Animator 2019-Present

Augmented Animator Course  
(developing character animating skills)

## SKILLS

Cinema 4D, Maya, Adobe After Effect, Adobe Premiere Pro, Final Cut Pro, Unreal Engine 4, 3D Coat

## LANGUAGE

English Korean