



## Dat Tran

Designer

dattran.design  
chao@dattran.design  
647.404.6099

### ABOUT

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#### Profile

Toronto designer crafting impactful brand identities and product visualizations. My passion extends to 3D and motion graphics, allowing me to create engaging visual experiences. Always curious, I love exploring the possibilities of new hardware and software technologies in my free time.

### EDUCATION

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May 2018 - Aug 2020 | Toronto, Ontario

**Seneca College of Applied Arts and Technology**  
Advanced Diploma in Graphic Design.

### SKILLS

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#### Strong at

Adobe Suite, Maxon Cinema 4D, SideFX Houdini, Creative Coding

#### Familiar

Figma, Substance Designer, Substance Painter, Unreal Engine, Marvelous Designer

### EXPERIENCE

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Now | Toronto, Ontario

#### **dattran.design**

Designer

Collaborated with various design studios and agencies, providing expertise in motion graphics and design development. Managed multiple freelance projects concurrently, ensuring clear communication and delivering impactful motion direction for each client's creative vision.

June 2023 - Feb 2025 | Toronto, Ontario

#### **Good Form Studio**

Designer

Conceptualized and executed captivating visuals for brand campaigns and motion animations. Led the creative direction through styleframe and R&D iterations, ensuring visual cohesion and brand alignment. Executed high-quality 3D animation and look development and bringing concepts to life.

Dec 2022 - May 2022 | Toronto, Ontario

#### **Bruce Mau Design**

Motion Designer

Collaborated with the design teams to develop cohesive motion systems for brand identities. Managed multiple projects, directed motion design elements, and animated visual assets, ensuring impactful storytelling and brand alignment.

Sept 2020 - Dec 2021 | Toronto, Ontario

#### **HUMANCONTACT Inc.**

Multimedia Designer

Designed and developed compelling multimedia assets for motion graphics and virtual live events, assisting seamless collaboration with design and video teams. Managed multiple projects while creating a knowledge-sharing environment by providing training on motion graphics principles to design and video teams.