



## Dat Tran

Designer / Motion Designer

dattran.design  
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### ABOUT

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#### Profile

Toronto designer crafting engaging video content and animation for digital advertising and brands. My passion extends to 3D and motion graphics, allowing me to create engaging visual experiences. Always curious and 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 Techonology**  
Advanced Diploma in Graphic Design.

### SKILLS

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#### Strong at

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

#### Familiar

Substance Designer, Substance Painter, Unreal Engine, Marvelous Designer

### EXPERIENCE

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Now | Toronto, Ontario

#### **dattran.design**

Designer / Motion Designer

- Collaborated with design studios and agencies to deliver high-quality motion graphics.
- Managed multiple freelance projects, ensuring timely delivery and client satisfaction.
- Developed impactful motion direction that aligned with clients' creative visions.

Feb 2023 - Feb 2025 | Toronto, Ontario

#### **Good Form Studio**

Designer / Motion Designer

- Conceptualized and executed engaging visuals for brand campaigns and motion animations.
- Led creative direction through styleframe and R&D iterations, ensuring brand alignment.
- Delivered high-quality 3D animations, enhancing overall project impact and visual storytelling.

Dec 2022 - May 2022 | Toronto, Ontario

#### **Bruce Mau Design**

Motion Designer

- Collaborated with design teams to create cohesive motion systems for brand identities.
- Managed multiple projects, ensuring timely delivery and alignment with brand storytelling.
- Directed motion design elements and animated visual assets, enhancing audience engagement.
- Contributed to a dynamic environment at Bruce Mau Design, known for innovative design solutions.

July 2020 - Dec 2021 | Toronto, Ontario

#### **HUMANCONTACT Inc.**

Multimedia Designer

- Designed and developed engaging multimedia assets for motion graphics and virtual live events.
- Collaborated seamlessly with design and video teams to ensure project alignment and quality.
- Provided training on motion graphics principles, fostering a knowledge-sharing environment.
- Successfully managed multiple projects, enhancing team efficiency and output quality.