



Dat Tran

Designer / Motion Designer

dattran.design
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ABOUT

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

May 2018 - Aug 2020 | Toronto, Ontario

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

SKILLS

Strong at

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

Familiar

Substance Designer, Substance Painter, Unreal Engine, Marvelous Designer

EXPERIENCE

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 2021 - 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.