

Ben Huynh

+1 626 927 6127
bokehuynh@gmail.com
huynito.net

Experience

Meta

3D Designer (July 2022 - Present)

Working on the AR Glasses Inputs Team to develop the design language system on AR products. Rapidly iterate visual treatments and motion studies to define and validate UI interactions, and execute high-fidelity artwork to inspire the future of AR products. Collaborate with prototypers to implement high-level vision into product.

Revance Therapeutics

3D Motion Graphics Designer (June 2020 - June 2022)

Worked as a lead 3D designer for a biotechnology company. Created 3D renderings of assets including packaging mockups, environmental renders and medical illustrations for internal use and external-facing marketing and branding.

Evolus

3D Designer (November 2019 - March 2020)

Worked as a contractor for a performance beauty company. Created 3D assets for social media and digital marketing. Provided 3D content for internal use and brand exploration. Collaborated with brand designers to conceptualize ad campaigns.

Blast

3D Motion Designer (June 2018 - June 2019)

Worked as a creative lead for a gaming-themed fintech app. Executed 3D artwork and motion to develop the visual direction of the brand and generate marketing material. Collaborated with product designers to integrate assets into the app.

Education

California State University of Long Beach

BFA Graphic Design, Fall 2016

Tools

Cinema 4D, Octane, Redshift, Figma, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premiere Pro