

Dukyung Kang

website / dukyungkassia.site
email / dk3124@nyu.edu

Graphic designer with 3 years of experience across motion, production, and interactive design. Specializes in visual storytelling that bridges technology, narrative, and audience engagement. Adept at translating complex ideas into clear, compelling visual systems.

Education

2027 Expected
NewYork University
Master of Professional Studies
Interactive Telecommunication Program

2016 - 2020
Maryland Institute College of Art
Bachelor of Fine Arts
Graphic Design
Illustration

Skills

Critical Thinking
Visualizing
Cross-disciplinary Collaboration
Communication
Leadership

Softwares

Adobe
Photoshop, Illustration, After Effects,
Indesign, Premiere pro, Lightroom
Javascript
Unity
C4D
Blender
Excel

Experience

2025.09 - 2025.12
Graduate Assistant
NewYork University
Supported the undergraduate course 'Hypercinema' by coordinating class, managing schedules and resources, and assisting students with project development. Also, provided technical and creative feedback, and supported in-class workshops and critiques.

2023.01 - 2023.10
Assistant Production Designer
A:WE
Assisted in production design for K-pop music videos and commercial projects. Designed set elements, created main props, and developed graphic assets for on-set and post-production use.

2021.08 - 2022.12
Motion Graphic Designer
Munhwa Broadcasting Corporation
Designed motion graphics for the YouTube channel '14f,' creating title sequences, thumbnails, and motion assets for various programs. Collaborated with producers and editors to develop engaging visual narratives.

2021.03 - 2021.07
Producer
Cocoon9
I mostly did video editing and created motion graphics for commercial videos and led film VFX projects, called 'Hey, Mammons' and 'Dingdong Challenge.'

2020.09 - 2020.23
Graphic Designer
Mnet Broadcasting Company
Part of the 'Kcon' concert team, I mostly worked on video editing and designed marketing digital images. Also, I participated as an on-set assistance.