

## Key Skills

**Motion Graphics** – Great design, layout, typography and type design skills. Great knowledge of motion tracking and general motion graphics and animation standards and conventions. Excellent Adobe CC skills.

**Teamwork** - Experience of working in organized groups as part of my academic degree and previous work and volunteering. Able to perform well both in individual work and as part of a group.

## Education

2015 - 2018

### **BA (Hons) VFX**

Norwich University of Arts

VFX world building, creating 3D virtual spaces, building 3D models for movement (tracking, match moving and extracting motion from footage). Group work and project management, managing workloads and pipelines. Academic research and development. Personal style & portfolio development.

## Experience

2023

### **Yonder Consulting**

*Senior Motion Graphics Designer*

Creating motion language and assets for various clients, assisting the larger creative team and mentoring junior Motion Designers.

2021 – 2022

### **Starling Bank**

*Lead Motion Graphics Designer*

Working alongside the creative department and stakeholders. Helped create the motion language and designed all currently used multimedia assets.

2018 - 2021

### **VaynerMedia**

*Motion Graphics Designer*

Working alongside senior designers and the wider creative team to create motion graphics and assets for social media ad campaigns for clients such as PepsiCo, Captain Morgan and Budweiser.

2018

### **Recruitd**

*Motion Graphics Designer*

Creating motion graphics for the Recruitd website, advertisements and external clients.

2015 – 2018

### **Elevate.gg eSports**

*Video Editor & Motion Graphics Designer*

Video editor and motion graphics artist, creating video content for YouTube and social media.

Collaborating with other team members on various projects.

### **Other Projects**

Working with brands like AO.com, Under Armour, Payhip and Playdemic, social media influencers, popular YouTube channels and promotional videos and assets for global eSports teams and gaming festivals.

## Technical Skills

**Adobe** After Effects

**Adobe** Photoshop

**Adobe** Premiere Pro

**Adobe** Illustrator

**Autodesk** Maya

**Solid Angle** Arnold

**OTOY** OctaneRender

**The Foundry** Nuke

**Maxon** Cinema4D

**The Pixel Farm** PFTrack

**Vicon** Boujou

**Insydium** X-Particles

**Blender**