

Sam DeVine

Motion Designer

Experience

Sam DeVine

Columbus, OH

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Made By Things / Motion Designer

SEPTEMBER 2021 - Present

I worked with a small team doing everything from 3d modeling / rigging, to 2d animation, and even 3d web and game development.

Media Machine / Motion Designer / Animation Team Lead

SEPTEMBER 2016 - 2020

I worked with a variety of brands ranging from retail, to banks, to craft beer, and beyond. The projects varied greatly in length, platform, and purpose.

The past year at Media Machine I have been tasked as the Animation Team Lead. This included managing two to three animators with differing skill sets, experience levels, and communication abilities on any given project.

Post House / Motion Graphics Intern

JANUARY 2016 - APRIL 2016

Origo Branding Company / Motion Graphics Intern

AUGUST 2015 - NOVEMBER 2015

Education

Columbus College of Art and Design / BFA Cinematic Arts

August 2012 - May 2016

Software

Adobe Creative Suite, Cinema 4D, Fusion, Substance Painter, Unreal Engine