ADRIAN LA DELIA

MOTION DESIGNER

ABOUT

I'm a motion designer with a passion for storytelling. With an education spanning motion design and 2D animation and an enthusiasm for drawing, my broad digital skill set allows me to bring ideas to life from pre- to post-production.

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EXPERIENCE

Editor / Motion Designer, Motivated Marketing
June 2023–Current, Remote

- Creating video ads for automotive dealerships
- Editing both video and audio and creating motion graphics while maintaining an efficient workflow to meet deadlines

Motion Design Intern, Rocket Central
Dec 2021–Aug 2022, Remote

- Working remotely for Detroit-based Big Pixel Studio to design and animate content for a family of companies
- Creating concepts, designing assets following brand guidelines, and animating company logos, email headers, text popups, and icons
- Collaborating with motion design, graphic design, and video editing

Freelance Designer, Frost Child Studios
2020–Current, Remote

Working on freelance and personal projects involving motion design, graphic design, and illustration:

HTML Wanderpus
Producing short animated recap videos for a Twitch streamed tabletop roleplaying game. Commissioned for character portraits and animations.

The Neon Saviors, The Chronicles of Manamalia
Creating digital comics: Writing, storyboarding, character design, layout, illustration. Collaborating with co-writer and letterer.

Insomnia
Producing videos for Youtube: Writing, storyboarding, video production, acting, voiceovers, video editing, compositing, motion design, sound design, music composition, animation.

EDUCATION

2D Animation Diploma
CG Spectrum College of Digital Art & Animation
Nov 2020–Sept 2021

Worked with an industry mentor to learn 2D animation using Toon Boom Harmony. Studied body mechanics and anatomy, created thumbnails and key poses. Covered model sheets, timing and poses, dialogue scenes, and FX.

AAS in Game Development, Animation, and Motion Graphics: Motion Graphics Specialization
Austin Community College
Jan 2018–Aug 2020

Trained to create visual effects and animated designs for film, broadcast, games, and the web using industry-standard tools and techniques. Studied graphic design, production fundamentals, animation, and effects pipelines, taking design from concept to final output.

Courses in Digital Media Arts
Bellevue College
July 2017–Dec 2017

Took courses on fundamentals of digital design and motion design

SKILLS

Motion Graphics and VFX
After Effects

3D Rendering
Cinema 4D, Blender

2D Animation
Toon Boom, Adobe Animate, OpenToonz

Compositing

Digital Art and Design
Photoshop, Illustrator, Procreate

Video Editing
Adobe Premiere Pro

Storyboarding

Character Rigging