

Adrian La Delia

Motion Designer

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ABOUT

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

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, 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.

SKILLS & SOFTWARE

Motion Graphics, VFX, After Effects, 3D Rendering, Cinema 4D, Blender, 2D Animation, Toon Boom, Adobe Animate, OpenToonz, Compositing, Digital Art, Design, Photoshop, Illustrator, Procreate, Video Editing, Adobe Premiere Pro, Storyboarding, Character Rigging

EXPERIENCE

Freelance Designer, Frost Child Studios

2020–Current, Remote

- Working on a variety of freelance projects involving art direction, motion design, animation, graphic design, and illustration.
- Making content for creators on Twitch and YouTube and working on commissions for audience members.
- Producing a YouTube video series, digital comics for a Webtoon series, and illustrations for apparel.

Art Director, Future is Now Coalition

June 2024–Jan 2025, Remote

- Led efforts in creating an explainer video.
- Collaborated with copywriters, graphic designers, and marketing director.
- Edited video and created motion graphics for various projects.

Motion Designer/Editor, Motivated Marketing

June 2023–Nov 2023, Remote

- Created video ads for automotive dealerships
- Edited both video and audio and created motion graphics while maintaining an efficient workflow to meet deadlines

Motion Design Intern, Rocket Central

Dec 2021–Aug 2022, Remote

- Worked remotely for Detroit-based Big Pixel Studio to design and animate content for a family of companies
- Created concepts, designed assets following brand guidelines, and animated company logos, email headers, text popups, and icons
- Collaborated with motion design, graphic design, and video editing