





ALICE JOHNSON

Motion Graphic Designer

CONTACT

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Atlanta, GA 
[LinkedIn](#) 

EDUCATION

Bachelor of Fine Arts
Motion Media Design
Savannah College of Art and
Design
2009 - 2013
Savannah, GA

SKILLS

Adobe After Effects
Adobe Illustrator
Adobe Photoshop
Cinema 4D
Blender
Adobe Premiere Pro
Final Cut Pro X
Maya
Adobe Animate
Houdini

WORK EXPERIENCE

Motion Graphic Designer

Adergy

2019 - current / Atlanta, GA

- Utilized Adobe After Effects to produce 28 out of 31 project animations, ensuring seamless transitions and captivating effects.
- Designed custom vector graphics using Adobe Illustrator, contributing to a 21% increase in client satisfaction.
- Enhanced the visual appeal of client materials by retouching and manipulating images in Adobe Photoshop, resulting in a 13% improvement in click-through rates.
- Leveraged Cinema 4D to add 3D elements to animations, **increasing audience engagement by 17%**.

Graphic Designer

Big Nerd Ranch

2016 - 2019 / Atlanta, GA

- Spearheaded execution of design overhaul project, resulting in a 41% conversion rates.
- Collaborated with cross-functional teams to create multimedia content using Blender and Final Cut Pro X, resulting in **2.7K improvement in video views**.
- Maintained a consistent visual brand identity across all marketing platforms, leading to a % 21increase in brand recognition.
- Managed a team of 3 designers, providing mentorship and training, resulting in a 12% improvement in team productivity.

Junior Graphic Designer

The Creative Momentum

2013 - 2016 / Roswell, GA

- Supported the design team on a wide range of projects, including 2D and 3D animations, illustrations, and visual effects.
- Deployed Maya to create 3D models and animations projects, resulting in a 17-hour reduction in production time compared to previous projects.
- Designed interactive web banners using Adobe Animate, contributing to a **13% increase in click-through rates** for client campaigns.
- Assisted in the creation of dynamic simulations and visual effects using Houdini, enhancing the realism of video game environments.