

Ning Yen

Motion Designer

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I am a motion designer with 4+ years professional experience, including advertisement agency settings, concert stage visuals and freelancing, with knowledge in VR design and creating immersive experiences.

Education and Training

Rhode Island School of Design

2021-2025

BFA, Film/Animation/Video

Shih Chien University

2020-2021

BFA, Communications Design

Clubs and Activities

Fashion@Brown - Visual Designer

Brown RISD XR Hub - 3D Artist

Brown RISD GameDev - 3D Artist

Brown Motion Pictures - Editor

Software Skills

Cinema4D

Photoshop

After Effects

Illustrator

Premiere Pro

Media Encoder

Blender

Adobe Fresco

Unity

Max/MSP/Jitter

Unreal Engine

Figma

Awards

Madrid Indie Film Festival

Short Animation

Selected

Luleå International Film Festival

Best Animated Film

Selected

Lift-Off Filmmaker Sessions Volume 4

Student Shorts

Audience Choice Winner

Kosovo Young Filmmakers Festival KYFF

Selected

Society of Illustrators

Excellence in Animation Award

Work Experience

Studio Rx - IPG Health

JUN - AUG 2025

Motion Graphics Intern

- Won a campaign pitch by developing motion concepts and visuals that were selected over competing proposals.
- Designed engaging motion graphics for social ads and explainer videos, ensuring clarity and brand consistency.
- Collaborated with creative teams to craft marketing campaign pitches, contributing to brand design and motion storytelling.

Sensescape x Microsoft

MAR -MAY 2025

3D Artist

- Animated a 3D motion trailer, elevating the event's visual identity and engagement.
- Created 3D assets for interactive VR website, enhancing user experience and supporting immersive design.

Freelance Motion Designer

DEC 2024 -APR 2025

- Collaborated with clients to create 2D/3D animations, illustrations, and motion graphics for creative projects.
- Delivered custom solutions on tight deadlines while maintaining high quality and creativity.

Good Time Studio

JUL -SEP 2024

Motion Design Intern

- Designed and produced live concert visuals for the TV show 'Atom Boyz', leading from concept to final production.
- Developed engaging 3D animation visuals for music festivals, resulting in high audience engagement.

Independent Animation Director

JUL - AUG 2024

Animation Intern

- Created 3D concert visuals for 'Awaken Festival' and 'Flesh Juicer Concert,' enhancing audience experience
- Designed graphic assets and 3D styleframes, shaping the visual identity of music events.
- Assisted in producing dynamic 3D animations, contributing to immersive stage productions.