

Ning Yen

Motion Designer

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

Work Experience

Imaginary Forces

OCT -DEC 2025

Design Intern

- Designed and animated cinematic title sequences and motion graphics for Netflix, AWS, and other high-profile clients, contributing to compelling visual storytelling.
- Produced internal marketing and social media content, enhancing brand visibility and audience engagement.

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

- Developed 3D visuals and styleframes for major concerts, enhancing stage immersion and event branding.
- Created graphic assets and assisted in animation production for large-scale live performances.

Education and Training

Rhode Island School of Design

2021-2025

BFA, Film/Animation/Video

Shih Chien University

2020-2021

BFA, Communications Design

Software Skills

Cinema4D
After Effects
Premiere Pro
Blender
Unity
Unreal Engine
Photoshop
Illustrator
Media Encoder
Adobe Fresco
Max/MSP/Jitter
Figma

Awards

Sweden Film Awards

Best Animation Award

Luleå International Film Festival

Best Animated Film Selection

Lift-Off Filmmaker Sessions

Audience Choice Winner

Cinema POP Selection

Best POP Vision Award

Kosovo Young Filmmakers Fes-

Selected

Society of Illustrators

Excellence in Animation Award

Cinetoile

Official Selection