Marcus Bell

Motion Designer

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SKILLS

- After Effects
- Cinema 4D
- Premiere Pro
- Blender
- Photoshop
- Illustrator
- Motion Design
- Typography
- Video Editing
- Animation Principles

EDUCATION

Bachelor of Fine Arts

05/2021

Otis College of Art and Design

Los Angeles, CA

Communication Arts, Motion Design

CERTIFICATES

Adobe Certified Professional in Digital Video Using Adobe Premiere Pro

Adobe

04/2022

SUMMARY

Motion designer with 5 years creating animated explainers, social video and broadcast graphics for streaming, gaming and consumer brands. Animates in After Effects and Cinema 4D, edits in Premiere Pro, and pays close attention to timing, pacing and typography so every frame reads at a glance.

EXPERIENCE

Motion Designer 09/2023 - Present

Arroyo Content Studio — Los Angeles, CA

Branded content studio producing video for entertainment and tech clients.

- Create **60+** animated social and pre-roll spots a year in After Effects, from storyboard to final export.
- Model and light 3D product shots in Cinema 4D and Blender for 3 game launch trailers.
- Build kinetic typography and lower-third packages that 5 editors reuse across a client's YouTube series.
- Deliver each spot in up to 9 aspect ratios, keeping revisions to two rounds per piece.

Junior Motion Designer 06/2021 - 08/2023

Brightline Post — Burbank, CA

Post-production house for broadcast promos and trailers.

- Created motion design for 120 broadcast promos, matching network typography and color specs.
- Performed video editing in Premiere Pro, syncing animation to music and tightening pacing on 30-second spots.
- Prepared layered artwork in Photoshop and Illustrator, building templates that saved 3 hours per promo.
- Applied animation principles such as easing, anticipation and overlap to bring static brand assets to life.

Motion Design Intern 06/2020 - 08/2020

Wilshire Promo Lab — Los Angeles, CA

Promo agency for streaming and cable networks.

- Produced 25 animated social teasers in After Effects for 2 streaming series.
- Built a library of 40 transitions and title presets for the promo team.
- Organized project files and render queues for 4 senior designers during launch weeks.