CODY MALICK

CONTENT CREATOR
MOTION DESIGNER

CONTACT

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EDUCATION

MAJOR

Web Design & New Media

DEGREE

Bachelor of Fine Arts
Academy of Art University
San Francisco, CA

SKILLS

Compressing
Motion Graphics
Video Editing
UX/UI
Prototyping
Projection Mapping
Video Editing
Audio/Data Visualization
Expressions
Rotoscoping

SOFTWARE

After Effects	CSS
Cinema 4D	Premiere
Unity	Photoshop
Processing	Illustrator
JavaScript	Fable
Mad-mapper	Media Encoder
Touch Designer	Premiere
VDMX	Logic Pro

SUMMARY

- Hi, I'm Cody Malick, a Motion Designer with 5 years of experience. I'm seeking a role that blends technology, art, and design. My expertise in advertising, entertainment and tech allows me to bring my creativity and innovation to craft compelling stories and captivate audiences. I look forward to working with you!

EXPERIENCE

Social Content Creator, Editor | May 2023- Dec 2023
Blizzard Entertainment

- Produced content for the hearthstone team to improve engagement from the hearthstone player base. These projects would inform, educate and entertain the user audience on upcoming content.
- Developed an After Effects template to streamline workflow and reduce project execution time by 50%. This optimization allowed us to allocate more time to projects requiring greater creative effort.
- Utilized Unity and game development tools to help debug, play-test and capture in game assets to enhance creative and development process.

Motion Graphics Artist, Editor | 2021-2023
Laundry Service

- Created and designed visual content to boost community engagement. Made health and wellness accessible to the community by creating informative and interactive posts that would inspire them to improve their fitness and health.
- Collaborated with a team of 7-10 people to produce marketing assets for 2021's Complex Con.
- Problem solved animation solutions for a multitude of projects to produce creative around budgets and timelines.
- Worked with Art Directors to bring motion to their story boards and designs.

EXPERIENCE CONTINUED

Graphics Production Artist | 2019
Apple

- Worked with Designers, Animators and Leads to produce animations and assets globally to be displayed on apple.com for the fall launch.
- Applied advanced compression and rendering techniques to reduce file sizes without compromising quality.

FREELANCE

Motion Designer | 2020
Ubisoft

- Revised assets for various Ubisoft titles using After Effects.
- Animated and designed social media content utilizing advanced motion graphic skills.

Graphic Design, Motion Graphics | 2018 - 2021
Espada Talent Agency

- Demonstrated art direction and animation skills using After Effects and Cinema 4D.
- Created Marketing assets for various clients in the Gaming and Music Industry

PROJECTS

Experiential Designer, VFX Shader-graph, Unity | 2020
DanceHack2020

- Collaborated with various artists in the development process of 3d assets and tools to create a 3d immersive dance experience using the azure kinect and Unity.

Experiential Designer, VJ | 2019 - 2020
Freelance

- Designed and programmed auto generated visuals for a local performing band in San Francisco.
- Created animated social media content to promote upcoming performances.