



# Cody Malick

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Cody Malick  
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## Motion Graphics Designer | 3D Animator | Editor | Visual Storyteller

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### SUMMARY

Creative and results-driven Motion Designer and experiential designer with seven years of experience blending technology, art, and design. Adept at crafting compelling visual stories across advertising, entertainment, and tech industries. Proven expertise in motion graphics, 3D animation, and video editing, delivering engaging content for global brands like Amazon, Blizzard, Ubisoft, and Apple. Passionate about innovative storytelling and elevating audience engagement through dynamic visual solutions.

After taking a brief personal break to focus on my health, I'm now recharged and excited to return to my creative passion. I bring a strong eye for storytelling and a drive to elevate audience engagement through impactful motion design.

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### SKILLS

- **Motion Graphics & Animation:** After Effects, Cinema 4D, 3D Modeling, Rotoscoping, Projection Mapping
  - **Video Editing & Production:** Premiere Pro, Media Encoder, Audio/Data Visualization
  - **Interactive & Experiential Design:** Unity, Processing, Touch Designer, Mad-Mapper, VDMX
  - **Programming & Web Tools:** JavaScript, CSS
  - **Graphic Design & Branding:** Photoshop, Illustrator, Fable
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### WORK EXPERIENCE

#### Art Director, Video editor, Videographer, Motion Graphics | [myangl.com](http://myangl.com) | Jan 2026

- Led creative direction and post-production for a narrative short designed to generate promotional assets for an interactive greeting card product.
- Collaborated, animated and edited smaller marketing and promotional assets using social marketing tactics to naturally cultivate community and increase engagement.

#### Social Content Creator, Editor | Blizzard Entertainment | May 2023 – Dec 2023

Produced 2D and 3D content for Hearthstone, increasing player engagement through visually compelling assets.

- Developed an After Effects template, streamlining workflow and reducing execution time by 50%, optimizing creative efficiency.
- Utilized Unity and game development tools to capture in-game assets, enhancing the creative and development process.

#### Motion Graphics Artist, Editor | Laundry Service | 2021 – 2023

- Designed motion graphics content to boost community engagement. Made health and wellness more accessible by creating content that inspired others to pursue their fitness goals.
- Collaborated with a team of 7-10 creatives to produce marketing assets for Complex Con 2021.
- Solved complex animation challenges while ensuring projects met deadlines and budget constraints.
- Worked closely with Art Directors to bring storyboards to life through animation.

### **Experiential Designer | immers.e | 2020**

- Designed and implemented real-time visual effects and graphic elements using custom VFX shaders in Unity for an immersive projection-mapped experience, leveraging Azure Kinect for live interaction at a technology conference.
- Created motion graphics and interactive visual assets for an immersive dining experience utilizing projection mapping and touch-based interfaces to drive the user experience
- Collaborated closely with artists and technologists to develop 3D assets, tools, and interactive systems for an immersive dance performance built in Unity using Azure Kinect.

### **Graphics Production Artist | Apple | 2019**

- Collaborated with designers, animators, and leads to create animations and assets for Apple.com's global fall launch.
- Applied advanced compression and rendering techniques to optimize assets without compromising quality.

### **Motion Designer | Ubisoft | 2018**

- Revised and animated assets for various Ubisoft titles, ensuring high-quality visuals for social media marketing.
- Designed motion graphic assets to engage and educate gaming audiences.

### **Graphic Designer & Motion Graphics Artist | Espada Talent Agency | 2018 - 2021**

- Created marketing assets for gaming and music industry clients, driving brand engagement.
- Generated 3D graphics for animated music videos using Cinema 4D.
- Provided art direction and animation expertise, elevating client visuals.

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## **PROJECTS & FREELANCE EXPERIENCE**

### **Experiential Designer, VJ | Freelance | 2019 - 2020**

- Designed programmed, and performed auto-generative visuals for a San Francisco-based band.
- Created animated social media content to promote upcoming performances.

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## EDUCATION

**Academy of Art University**

Bachelor of Fine Arts in Web Design & New Media | San Francisco, CA