



MOTION DESIGNER & VIDEO EDITOR

Motion designer and video editor with five years of agency experience, developing concepts, storyboards and finished animation for campaigns, pitches and internal broadcasts.

CONTACT

jennytieu.design
hello@jennytieu.design
647 774 4331
Vaughan, ON

EDUCATION

York University / Sheridan College
Honours Bachelor of Design
2021

SKILLS & TOOLS

Motion & Editing

After Effects, Premiere Pro
Illustrator, Photoshop, Audition

Creative Practice

Concept development, Storyboarding
Typography animation, Video editing
Visual storytelling, Production estimating

Design & Web

Figma, Webflow

3D: Developing Practice

Cinema 4D, Maya

AI-Assisted Workflows

ChatGPT, Claude, Runway
Ideation, asset generation
and experimentation.

PROFESSIONAL DEVELOPMENT

Creative LIAisons · 2026

Participant in the week-long Las Vegas
program with creative panels, workshops
and insight into awards judging.

Maya · Ongoing Learning

Animation and lighting through faculty
lectures and online courses.

KLICK HEALTH

October 2021–Present

SPECIALIST, VIDEO EDITOR & MOTION DESIGNER

April 2024–Present

ASSOCIATE MOTION DESIGNER & VIDEO EDITOR

October 2021–March 2024

Animation & Science Visualization since May 2025, with an increased focus on motion design.

- Typically serve as the sole motion designer and editor on assigned projects, independently developing work through internal review and final delivery; collaborate with production teammates on larger or urgent projects.
- Develop concepts, storyboards and animation for pitches and internal broadcasts, and translate campaign creative into motion.
- Refine scripts, pacing and sequences with creative teams to meet runtime limits, strengthen openings and maintain a coherent story.
- Shape typography, timing and transitions to support campaign tone and readability, carrying work through audio finishing and delivery.
- Estimate production and revision time, flag schedule risks and recommend adjustments to scope or timing.
- Build After Effects setups that simplify content replacement and retiming.
- Support teammates through troubleshooting, animation reviews and sharing tools and techniques.

Selected Contributions

867-5309 — Editing and animation for the campaign's case-study film, developed collaboratively with the creative team.

The Trial — Title and typography animation, texture treatments and transitions, and adaptations for selected social posts.

YORK UNIVERSITY

September 2020–May 2021

GRAPHIC DESIGN & MULTIMEDIA ASSISTANT

- Created animations, edited videos and designed student recruitment communications across newsletters, websites and social media.
- Developed presentation templates, program outlines and publication layouts within university brand guidelines.

KABO

May–August 2020

GRAPHIC DESIGN INTERN

- Designed digital advertisements, packaging and social assets, supported by competitor, material and marketing research.

DO U KNOW MEDIA

September 2019–November 2020

GRAPHIC DESIGNER

- Produced social content and supported client rebrands and product launches, coordinating client communication and social accounts.