

Brandon Riley

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Motion
Interactive
Immersive

Tools

After Effects
Cinema4D
Figma
Premiere
Rive
Cavalry
TouchDesigner
Resolume
Unreal Engine 5
Illustrator
Photoshop
InDesign
Redshift
p5.js
Webflow

Skills

Motion Graphics
Animation & Storyboarding
3D Design - Model & Animation
Scripting for Animation
Interactive Design
Projection Mapping
Motion Capture
Live Visuals
Visual Design
UI / UX Design
Product Visualization
Low to High Fidelity Design
Prototyping
Wireframing
Strategic Communication
Media Planning
Physical computing

Education

BFA New Media Design | Rochester Institute of Technology May 2025

Digital design degree that blends design thinking with technical expertise to craft interactive visual experiences across emerging platforms.

Minor: 2D Studio Art

GPA: 3.62

Immersion: Advertising & Public Relations

Dean's list: 7/8 Semesters

Work Experience

Motion Designer | Freelance

2021 to Present | Remote

Delivered motion graphics projects, including 2D and 3D animations and explainer videos for tech industry clients. Independently produced music visualizers, logos, and promotional materials for musicians and entertainment clients.

Motion Design Intern | Intuit Mailchimp

May 2024 to August 2024 | Atlanta, GA

Produced brand-aligned motion design including 2D animation, 3D rendering, and event assets. Researched visual styles for campaigns. Collaborated with designers, copywriters, project managers, and other motion designers. Led social media project from pitch and concept development through final design.

Motion Graphics Editor | RIT Student Affairs

September 2023 to May 2024 | Rochester, NY

Collaborated with a small video team on full-cycle content creation. Handled planning, production, editing, asset creation and animating motion graphics for projects ranging from organic and raw social media clips to high-quality digital content.

Intern | KaleidoscopeMe

January 2022 to May 2022 | Rochester, NY

Created engaging social media content to enhance brand visibility. Designed merchandise marketing campaign.

Awards

Winner American Digital Design Award - GDUSA 2026 | Wax Wisdom

Finalist Interactive & Experiential - MODE Fest 2025 | Wax Wisdom

Wax Wisdom is an interactive web-based tutorial designed to guide novice snowboarders through the process of waxing their boards. This project integrated UI/UX design, 3D modeling, motion graphics, and branding to create an engaging, educational experience.

Finalist Interactive & Experiential - MODE Fest 2025 | Mimic Monster

Inspired by a Mailchimp advertisement featuring a dancing furry creature, Mimic Monster reimagines the concept as an interactive installation for global live events. Using an Xbox Kinect and Unreal Engine 5, this real-time mirror experience allowed viewers to control a giant orange furry character through their own movements.

Rosenstreich Award | RIT School for American Crafts 2025