Brandon Riley

Motion
Interactive
Immersive

brandonrileydesign.com
bcriley02@gmail.com
443-501-6502

Education

BFA New Media Design
Rochester Institute of Technology
Minor: 2D Studio Art
May 2025

Rosenstreich Award
RIT School for American Crafts | 2025
for printmaking-based animation

Tools

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

Work Experience

Experiential Designer | Merestone

September 2026 to Present | Tempe, AZ
Designed signage, wayfinding, and scenic décor for a two-day comedy festival attended by an estimated 30,000 people, including an entry archway, four-sided directionals, a digital map, and a VIP booth countertop. Handled client proofing and prepared print-ready files for the print and fabrication teams. Designed 70 awards for a car event, fabricated in-house in three days. Created capabilities deck and social media content for Merestone's brand.

Motion Designer | Freelance

August 2024 to Present | Remote
Designed the full visual package for a live concert at a bowling alley, including animated visuals for an LED screen, matching poster art, and adaptations for every screen. Created 3D animation for a quantum computing company, and animated internal videos for a power company. Developed style research for a feature film title sequence. Designed posters for multiple concerts.

Motion Design Intern | Intuit Mailchimp

May 2024 to August 2024 | Atlanta, GA
Pitched, designed, and animated a Saul Bass-inspired title sequence for the intern cohort, taking it from concept to publication with 8,100+ social impressions. Adapted event artwork to custom LED screen dimensions for Mailchimp's conference in Australia. Produced 3D renders in Cinema 4D and Redshift, and contributed motion work to a product sizzle reel on Mailchimp's website and an animated podcast cover.

Motion Graphics Editor | RIT Student Affairs

September 2023 to May 2024 | Rochester, NY
Created digital motion graphics for the Student Affairs team, including animated social media posts for campus events and holidays, internal videos for the campus health office, and edits for event recap videos. Work was published on the RIT Student Affairs page.

Projects

Wax Wisdom | Interactive Web Prototype, 2023

Winner, American Digital Design Award (GDUSA) 2026. Finalist, MODE Fest 2025
A web tutorial that walks first-time snowboarders through waxing their boards, with 3D-modeled gear, animated step-by-step guidance, and its own brand identity. Designed the full experience in Figma, Cinema 4D, and After Effects.

Mimic Monster | Real-Time Installation, 2024

Finalist, MODE Fest 2025
A wall-sized mirror experience, inspired by a Mailchimp commercial, where participants control a giant furry monster with their own movements. Designed and built solo in one week: streamed Kinect skeletal data into Unreal Engine 5, modeled and lit the environment, rigged the character with Blueprints, and simulated real-time fur using hair generated in Blender.

Ruin the Show | Interactive Game Installation, 2025

Research and development piece for The Strong National Museum of Play's upcoming "Beyond the Buzzer" exhibit. A retro game show where players run the show from a custom arcade console. Rigged and animated the cast, programmed the Arduino-to-p5.js controls, and built the console by hand. Hundreds of visitors played at Imagine RIT 2025.