

Motion Design
Art Direction

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Summary

I'm a 3D motion designer with a background in art direction and audio engineering, giving me a holistic approach to pacing, sound, and visual storytelling. My specialty is taking animation projects from initial concept through full production. I often integrate AI workflows into my work. I love solving technical pipeline puzzles, collaborating with other artists, and making high quality renders in fast paced creative environments.

Experience

08.2025–08.2026

Roblox
San Mateo, CA
Motion Designer

Built 3D graphics, from initial concept to delivery. Developed and scaled asset libraries and workflow efficiencies across the brand and creative team. Created local AI tools and onboarded team members. Trained and mentored incoming talent in advanced 3D animation, brand design, and art direction. Thrived in a high speed, production heavy creative environment, with quick turnover and tight deadlines. Art directed projects utilizing external design teams. Heavily researched emerging creative AI workflows. Directed, and filmed game capture sessions.

07.2023–06.2025

Midnight Sherpa
Pasadena, CA
Motion Designer

Worked in production for 3D motion graphic projects. Thrived in every portion of the traditional 3D pipeline. Art directed client projects, creating moodboards, storyboards, styleframes, and written briefs. Introduced new tools, including traditional animation software and AI tools, to enhance studio capabilities. Solved complex 3D technical challenges under highly demanding, quick turnaround production schedules. Oversaw renders and performed color grading and quality control for final delivery of projects to clients.

12.2021–07.2023

Freelance Motion Design
Los Angeles, CA
Freelance Motion Designer

Created 3D motion graphics for client projects. Edited project footage into promotional material. Designed and animated logos and branded assets. Recorded and edited sound design tracks.

01.2018–8.2020

Pelican Records
Los Angeles, CA
Audio Engineer

Ran audio recording sessions with clients. Mixed and mastered audio for video projects. Creative directed brand identity and marketing. Managed administration and client relations.

06.2016–04.2017

K Records
Olympia, WA
Assistant Audio Engineer

Assisted in running recording sessions with artists. Maintained and repaired audio and studio equipment. Set up microphones and operated mixing console for overdub recording sessions with clients and artists. Organized storage of inventory and master tapes.

Skills

Strong working knowledge of:
Cinema 4D, Redshift, After Effects, ComfyUI, Higgsfield, InDesign, Illustrator, Photoshop, Premiere, Advanced AI Workflows

Familiar with:
Unreal Engine 5, Houdini, Blender, Cavalry, Figma, Keynote, Google Workspace, Adobe Suite, XD, Microsoft Office Suite, Ableton, Pro Tools

Education

09.2020–04.2023

ArtCenter College of Design
Pasadena, California
Master of Fine Arts in Graphic Design

06.2019–07.2020

UCLA Extension
Online
Courses in Design Communication Arts Certificate

09.2012–06.2016

Evergreen State College
Olympia, WA
Bachelor of Arts in Agricultural Science

Recognition

05.2022–09.2024

ArtCenter College of Design Gallery
Pasadena, California
This American Life Ep. 339, Break Up

09.2021–Present

ArtCenter College of Design SU21 Motion Gallery
Online
MTL

05.2021–Present

ArtCenter College of Design SP21 Motion Gallery
Online
Real/Unreal

12.2020–Present

ArtCenter College of Design FA20 Motion Gallery
Online
6 Principles of Animation

Miscellaneous

10.2021–Present

Fight and Science
Kickboxing Practitioner
San Mateo, CA

09.2019–Present

10th Planet Jiu Jitsu
Brazilian Jiu-Jitsu Practitioner
San Mateo, CA