

Ishita Rao

Motion Designer · FICTIONAL SAMPLE
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Summary

Fictional demonstration candidate. All employers, education, projects, achievements and outcomes are illustrative and unverified. Not a real application or licence record. Motion Designer with an illustrative 11-year career in digital product, communication and visual design. Combines after effects, animation principles, storyboarding with disciplined documentation, practical coordination and clear communication. The sample career progresses from focused execution to independent workstream ownership, with responsibilities and boundaries described for each appointment. Selected work includes product explainer sequence, motion identity toolkit and multiformat campaign animation. These examples explain the original problem, individual contribution, deliverables, review approach and remaining limitations rather than relying on unsupported headline claims. Prepared for experienced motion designer opportunities requiring dependable delivery, thoughtful professional judgement and collaboration. The qualification narrative includes Postgraduate diploma in Motion Graphics. Every named organisation and outcome in this record is fictional; professional eligibility is not independently established. Turn a clear brief into dependable digital product, communication and visual design work: understand the context, apply after effects and animation principles, record the evidence and explain the limitations before handover.

Experience

Motion Designer - Meridian Design Studio (fictional)

2024-07 - Present

Independent ownership of scoped motion designer work, coordinating contributors and making review requirements explicit. Includes the first two selected work examples. Built a storyboard and timed motion prototypes. Created adaptable animation templates. Led brief clarification and prioritised work using after effects, animation principles and storyboarding. Raised unresolved constraints before committing to the next stage. Coordinated peer reviews and handover preparation; used a research or creative brief to distinguish completed work, assumptions and follow-up needs. Supported colleagues with practical examples of typography in motion and maintained a concise learning record after important assignments. Illustrative career responsibilities. Employer confirmation and underlying work records are not supplied.

Senior Motion Designer - Northline Design Studio (fictional)

2020-07 - 2024-06

Owned defined assignments and supported cross-functional coordination. Developed deeper practice in storyboarding and typography in motion. Designed safe areas and format-specific timing. Translated incoming requirements into a sequenced plan and aligned responsibilities with the project or service owner. Applied compositing and sound synchronisation to resolve delivery questions while maintaining source and decision notes. Introduced reusable working documents and reviewed exceptions with the responsible specialist rather than silently changing scope. Prepared a reviewed handoff and feedback summary so the next team could understand the work and remaining questions. Illustrative career responsibilities. Employer confirmation and underlying work records are not supplied.

Motion Designer - Cedarbridge Design Studio (fictional)

2017-07 - 2020-06

Progressed from supported tasks to independently managed assignments, with review available for unfamiliar or higher-risk decisions. Handled recurring work involving after effects and animation principles using a documented preparation and review process. Supported motion identity toolkit by organising inputs, maintaining issue notes and incorporating reviewer feedback. Coordinated colleagues and internal stakeholders using concise status updates, clear questions and agreed next steps. Improved record consistency through render workflows and documented handover expectations. Illustrative career responsibilities. Employer confirmation and underlying work records are not supplied.

Assistant Motion Designer - Cedarbridge Design Studio (fictional)

2015-07 - 2017-06

Built practical foundations through supervised assignments, routine documentation and feedback from experienced colleagues. Assisted with after effects and storyboarding within an agreed scope and escalated unfamiliar work. Prepared inputs and checked completeness before passing work to the responsible reviewer. Maintained task records and learned to communicate assumptions, constraints and observed problems clearly. Applied review feedback to subsequent assignments and developed a dependable working routine. Illustrative career responsibilities. Employer confirmation and underlying work records are not supplied.

Education

Postgraduate diploma in Motion Graphics - Asterbridge Institute of Professional Studies (fictional institution)

2014-07 - 2015-05

completed - fictional record After Effects animation principles typography in motion Specialist study on product explainer sequence; an illustrative learning project, not a published result.

Bachelor's in Animation - Cedarhaven College of Applied Studies (fictional institution)

2011-07 - 2014-05

completed - fictional record storyboarding compositing sound synchronisation Applied coursework in after effects, documentation and reviewed practical assignments.

Projects

Product explainer sequence

Fictional internal work programme in digital product, communication and visual design; not a real client case study. Problem: A technical workflow was difficult to explain visually. Objective: Create a workable response to this issue through after effects, explicit review criteria and practical documentation. Agree the boundaries before execution and retain unresolved points for follow-up. Motion Designer; owned the stated workstream, not the full organisation or every collaborator contribution. Built a storyboard and timed motion prototypes. Prepared the scope with the commissioning team, identified unresolved inputs and used after effects to turn the brief into a sequenced work package. Applied animation principles and storyboarding while coordinating reviews with the designated owner. Kept decision notes so collaborators could separate facts, assumptions and changes. Assembled the handover material, explained open limitations and agreed which items needed further review rather than presenting them as completed. Methods: After Effects; animation principles; storyboarding; typography in motion Deliverables: Product explainer sequence - scoped brief; Product explainer sequence - reviewed working package; Product explainer sequence - handover and learning summary Review: Reviewed the scoped output against the agreed brief, recorded exceptions and checked that key conclusions could be traced to observations. The review package calls for a research or creative brief and a named human reviewer. Illustrative outcome: the team adopted a repeatable approach for product explainer sequence, with clearer ownership and reviewable records. This is a fictional qualitative result; no real performance measurement or external acceptance evidence is supplied. Limitations: Synthetic demonstration only. Client names and projects are fictional; reference imagery and production assets require appropriate permissions. No underlying client documents, independently verified measurements or signed approval records are attached.

Motion identity toolkit

Fictional internal work programme in digital product, communication and visual design; not a real client case study. Problem: Videos used inconsistent transitions and titles. Objective: Create a workable response to this issue through animation principles, explicit review criteria and practical documentation. Agree the boundaries before execution and retain unresolved points for follow-up. Motion Designer; owned the stated workstream, not the full organisation or every collaborator contribution. Created adaptable animation templates. Prepared the scope with the commissioning team, identified unresolved inputs and used storyboarding to turn the brief into a sequenced work package. Applied typography in motion and compositing while coordinating reviews with the designated owner. Kept decision notes so collaborators could separate facts, assumptions and changes. Assembled the handover material, explained open limitations and agreed which items needed further review rather than presenting them as completed. Methods: animation principles; storyboarding; typography in motion; compositing Deliverables: Motion identity toolkit - scoped brief; Motion identity toolkit - reviewed working package; Motion identity toolkit - handover and learning summary Review: Reviewed the scoped output against the agreed brief, recorded exceptions and checked that key conclusions could be traced to observations. The review package calls for a annotated design iterations and a named human reviewer. Illustrative outcome: the team adopted a repeatable approach for motion identity toolkit, with clearer ownership and reviewable records. This is a fictional qualitative result; no real performance measurement or external acceptance evidence is supplied. Limitations: Synthetic demonstration only. Client names and projects are fictional; reference imagery and production assets require appropriate permissions. No underlying client documents, independently verified measurements or signed approval records are attached.

Multiformat campaign animation

Fictional internal work programme in digital product, communication and visual design; not a real client case study. Problem: One layout did not translate to social formats. Objective: Create a workable response to this issue through storyboarding, explicit review criteria and practical documentation. Agree the boundaries before execution and retain unresolved points for follow-up. Motion Designer; owned the stated workstream, not the full organisation or every collaborator contribution. Designed safe areas and format-specific timing. Prepared the scope with the commissioning team, identified unresolved inputs and used compositing to turn the brief into a sequenced work package. Applied sound synchronisation and render workflows while coordinating reviews with the designated owner. Kept decision notes so collaborators could separate facts, assumptions and changes. Assembled the handover material, explained open limitations and agreed which items needed further review rather than presenting them as completed. Methods: storyboarding; typography in motion; compositing; sound synchronisation Deliverables: Multiformat campaign animation - scoped brief; Multiformat campaign animation - reviewed working package; Multiformat campaign animation -

handover and learning summary Review: Reviewed the scoped output against the agreed brief, recorded exceptions and checked that key conclusions could be traced to observations. The review package calls for a reviewed handoff and feedback summary and a named human reviewer. Illustrative outcome: the team adopted a repeatable approach for multiformat campaign animation, with clearer ownership and reviewable records. This is a fictional qualitative result; no real performance measurement or external acceptance evidence is supplied. Limitations: Synthetic demonstration only. Client names and projects are fictional; reference imagery and production assets require appropriate permissions. No underlying client documents, independently verified measurements or signed approval records are attached.

Skills

After Effects

Applied to product explainer sequence through documented preparation, execution and review.

animation principles

Applied to motion identity toolkit through documented preparation, execution and review.

storyboarding

Applied to multiformat campaign animation through documented preparation, execution and review.

typography in motion

Applied to product explainer sequence through documented preparation, execution and review.

compositing

Applied to motion identity toolkit through documented preparation, execution and review.

sound synchronisation

Applied to multiformat campaign animation through documented preparation, execution and review.

render workflows

Applied to product explainer sequence through documented preparation, execution and review.

delivery formats

Applied to motion identity toolkit through documented preparation, execution and review.

Certifications

Inclusive design studio

Meridian Professional Learning Studio (fictional) 2023 continuing learning - not a licence or certification After effects and typography in motion in the context of motion designer work. Used reflective exercises and a bounded practice example related to product explainer sequence.

Design critique facilitation

Meridian Professional Learning Studio (fictional) 2024 continuing learning - not a licence or certification Animation principles and compositing in the context of motion designer work. Used reflective exercises and a bounded practice example related to motion identity toolkit.

Design systems documentation

Meridian Professional Learning Studio (fictional) 2025 continuing learning - not a licence or certification Storyboarding and sound synchronisation in the context of motion designer work. Used reflective exercises and a bounded practice example related to multiformat campaign animation.

Languages

English

professional working - fictional sample

Hindi

professional working - fictional sample

Achievements

Product explainer sequence

Built a storyboard and timed motion prototypes. The achievement is the described workstream contribution; independent outcome evidence is not supplied.

Motion identity toolkit

Created adaptable animation templates. The achievement is the described workstream contribution; independent outcome evidence

is not supplied.

Multiformat campaign animation

Designed safe areas and format-specific timing. The achievement is the described workstream contribution; independent outcome evidence is not supplied.

