

# Waylon Ting

Motion Graphics Designer



Portfolio: [waylonting.design](http://waylonting.design)

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## Work Experience

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### Lead Concept Artist

Jan 2020 – May 2022

Nintendo (Underscore Game Studio), Taipei

- Collaborated with the team to design clients' visions and goals, translating them into concept art.
- Utilized software such as Adobe After Effects and Cinema 4D to produce 2D and 3D concepts.
- Guest Lecturer for events hosted by companies including TGDF and Twitch.
- Led the concept design for Aliisha - The Oblivion of Twin Goddesses."

### 2D, 3D Motion Design Intern

July 2023 – Dec 2024

Space Rabbit Studio, New York, NY

- Independent study research: Executed final animations in After Effects, Cinema 4D, and Redshift, Procreate.
- Utilized the Adobe Suite and Cinema 4D, animated and designed in a team environment under strict deadlines
- Developed design elements such as typography, layout, balance, and proportion to create high-quality motion work, and articulate ideas effectively through storytelling and presentations.
- Developed branded and animated toolkits for social media platforms establishing promotional materials for DesignerCon 2023.

### Computer Lab Assistant

Sept 2022 – Present

School of Visual Arts, New York, NY

- Enhanced lab efficiency, resolved technical issues, managed equipment, and received a commendation from faculty and event organizers for professionalism and technical expertise as a Computer Lab Assistant.
- Provided top-tier technical support to students and faculty. Specialized in troubleshooting software issues, including Adobe Creative Suite, Autodesk Maya, and other design-related software, leading to a marked decrease in downtime and disruption of creative processes.
- Assisted in setting up and managing technology for various school exhibitions and events, providing seamless digital presentations and interactive installations. Received commendation from faculty and event organizers for professionalism and technical expertise.
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## Education

School of Visual Arts | New York, NY

MFA: Computer Arts, Sept 2022 – May 2024 | GPA: 3.75/4.00

National Taiwan University of Arts | Taipei, Taiwan

BFA: Multimedia and Animation, Sept 2015 – May 2019 | GPA: 3.82/4.00

## Awards

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- Officially selected at Festival del Cinema di Cefalù | 2024
- Officially selected at BAM! Festival | 2023
- Honorable Mention at the Student World Impact Film Festival | 2023
- Awarded Best Animation Film at Europe Film Festival | 2022
- Officially selected at Korea International Short Film Festival | 2022
- Officially selected at Lisbon Film Rendezvous | 2022
- Officially selected at NYC Sorry Not Sorry 2022 Short Film Festival | 2022
- Officially selected at Boden International Film Festival | 2022
- Notable clients include Nintendo, Twitch, TGDF, PQube, Taipei Computer Association, APGS, Joybricks, and Eslite.

## Skills

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- Advanced skill set in After Effects, Illustrator, Photoshop, Cinema 4D, TVPaint, and Procreate.
- Working knowledge in Cinema 4D and Redshift.
- Basic knowledge of NUKE, Substance 3D Designer, and Maya.
- Proficient in traditional fine arts and Cel Animation.