

WEI-LUN “WAYLON” TING

Visual & Motion Designer

Motion Design / Brand Systems

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SUMMARY

Visual & Motion Designer specializing in public-facing communications, brand systems, and motion-based design for institutional, marketing, and product teams. Skilled in developing cohesive graphic and motion systems across presentations, digital campaigns, and product storytelling. Experienced in translating complex information and brand concepts into clear, polished visual solutions while collaborating with fast-paced, multidisciplinary teams.

EXPERIENCE

Visual & Motion Designer, Public Affairs & Communications — NYC Office of Administrative Trials and Hearings (OATH) | New York, NY

2026–Present

- Serve as an in-house visual and motion designer supporting newsletters, outreach campaigns, presentations, templates, and multilingual, ADA-accessible public communications.
- Lead creative planning and production of adaptable short-form video and motion graphics for social media, LinkNYC, subway displays, and other public-facing digital channels.
- Coordinate internal stakeholders and external video production partners across scope, scripts, b-roll, review workflows, and deliverables while building reusable design systems and production assets.

Visual & Motion Designer — Silver Skye New York Corporation | New York, NY

2025–Present

- Designed visual and motion assets supporting brand, product, and client-facing communications across campaigns, presentations, and digital platforms.
- Selected project work includes Brooklyn Nets Lunar New Year cultural programming, Fiery Crab × New Orleans Pelicans partnership visuals, NaiSnow USA brand motion content, and Amazon Fire TV Ambient Experience explorations.

Visual & Motion Designer — JMP | New York, NY

2024–2025

- Produced structured communication assets for product launches, marketing campaigns, national trade show presentations, and internal / external sales materials.
- Developed presentation systems, sell-sheet style layouts, reusable templates, and production-ready visual assets for the International Builders' Show.
- Converted technical product information into clear 2D / 3D visual and motion graphics for B2B communication.
- Built modular After Effects / Cinema 4D templates to standardize output and reduce revisions.

Visual & Motion Designer — Underscore | Taipei, Taiwan

2020–2022

- Led visual direction and production assets for narrative-driven digital projects, including *Aliisha: The Oblivion of Twin Goddesses*, a Nintendo Switch title.
- Designed motion systems, visual structures, and production-ready assets for internationally distributed creative projects.

EDUCATION

MFA, Computer Arts — School of Visual Arts, New York

BA, Animation & Interactive Media — National Taiwan University of Arts

RECOGNITION & AFFILIATIONS

NBA · NYC Public Sector · Nintendo Indie World · IGN · Famitsu · SIGGRAPH · ASIFA-Hollywood · Eurographics · The One Club

SKILLS

Brand & Marketing Design · Visual Systems · Typography & Layout · Motion Graphics (After Effects) · Presentation Design (PowerPoint / Google Slides) · Figma · Adobe Illustrator · Photoshop · InDesign · 3D Visualization (Cinema 4D, Redshift) · Template Systems · Information Design · UX & Accessibility Awareness · Basic HTML for email templates and marketing communications · Packaging & Product Visuals · Canva