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<https://www.deboraherlichportfolio.com/>

## EXPERIENCE

### Freelance Motion Designer, Hammer Creative, 2025

Designed motion graphics and animations for diverse clients, refining storytelling through dynamic visuals while ensuring brand-aligned, high-quality deliverables.

- Collaborated on marketing materials and in-game content for various clients and Triple A titles
- Worked in fast-paced, deadline-driven environments, ensuring high-quality deliverables.

### Freelance Designer

- Designed promotional bags for Companion Pet Partners for the Western Veterinary Conference (2021, 2025).
- Created logo and business card designs for VetRX Solutions (2025).
- Developed branding assets, including logos, business cards, and promotional posters for French Disco LLC.

### Motion Graphics Intern, The Refinery Creative, (Remote) Summer 2023

- Animate text, images, and video, following the direction of the client and team
- Follow team standards for project specs, asset building, format conversion and deliverables
- Experience working in a fast-paced, deadline driven environment
- Organize files using established naming conventions and file structure
- Creating video and thumbnails for The Refinery's website
- Experienced working remote via Microsoft Teams and Wrike

### Motion Graphics Intern, The CW Network, (Hybrid) Summer 2022

- Produced basic on-air elements such as lower thirds, billboards, hashtags, and information bugs
- Participation in weekly creative team brainstorming sessions
- Touch ups on raw promotional footage for network actors
- Motion tracking sign footage and wire removal for practical effects
- Visited set to supervise filming, made on-the-fly CG solutions for practical gags and insuring markers are visible for editing in post production

### Freelance Motion Graphics, Vision to Video 2021-2022

- Working within a production timeline to produce high-quality animations to pair with video
- Utilizing an ongoing dialogue with clients for remote collaboration through Zoom meetings and email

### Writing Team/Graphics, Orange County Film Festival 24/48 Hrs Film Festivals 2017-19

- Participated in two 24 hour shoots and two 48 hour shoots while working on set and in post-production
- Created on screen graphics and credits crawl
- Worked within team setting to write and format dialogue and story
- Held photoshoot and created film poster for promotional material

### Graphics Lead, Northwood Television, Irvine, CA, 2017-19

- Utilized the Adobe Suite, animated and designed in a team environment under strict deadlines
- Animated typography in After Effects creating movie title cards
- Teaching team of underclassmen to create title cards and name plates
- Utilized Green Screen video
- Quickly resolved design and edited problems as part of a creative cooperative team

Digital Media graduate from Otis College of Art and Design with emphasis on Motion Design, detailed oriented, ready to generate design solutions and eager to take on new projects and ideas

## EDUCATION

**Otis College of Art & Design**, Los Angeles, CA  
BFA 2021-2024, Major: Digital Media  
Emphasis: Motion Design

## SKILLS

Proficient in:

- the **Adobe Creative Suite** (After Effects, Photoshop, Premiere, InDesign and Illustrator)
- **MS Office**
- **Cinema4D**
- **Wix**
- **DaVinci Resolve**

Working knowledge in:

- **Maya**
- **Dragonframe**
- **Blender**
- **Unreal Engine**
- **A.I. Image generation tools** (Dalle, Midjourney)
- **2D drawing**
- **storyboarding**

## LANGUAGES



Good understanding of Portuguese, 5 years of French in middle/high school

## LEADERSHIP

**Global Studies Program Group Leader, Summer 2023**  
• Visited High Schools in Japan to lead discussions about empowerment and open a global dialogue

Founder and President of high school "Film and Documentary Club" 2018-19

## AWARDS

- ★ 2019 Artist of the Year for Graphic Design, The Orange County Register
- ★ Nominated for Graphics at the Orange County Film Festival 2018