

# Kirt Blackwood

## Senior Motion Designer | [www.kirtblackwood.com](http://www.kirtblackwood.com)

786-389-3167 | [kblack21@gmail.com](mailto:kblack21@gmail.com) | Flushing, NY

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### About

I'm a seasoned visual artist specializing in award-winning storytelling through motion design and VFX. With expertise in fast-paced, innovative projects, I create compelling narratives that engage and inspire, and I'm excited to bring my talents to your senior motion designer role.

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### Experience

#### Senior Motion Designer/ XR Artist

Freelance | Brooklyn, New York | Sept 2022 - Current

- Tailored procedurally focused visual systems
- Innovated Unreal Engine-generated content for motion graphic pipelines
- Played a pivotal role in the lighting, XR rigging, and creation of 2D/3D content for the Disney Treasure Cruise line launch [[Link](#)]

#### Senior Motion Designer/ Creative Technologist

Little Cinema Digital | Brooklyn, New York | Aug 2020 - Aug 2022

- Collaborated with the design team on concepts for 12+ projects quarterly across digital, social, and live events.
- Mentored three junior designers on best practices with After Effects.
- Played an instrumental role in the VFX and animation of Amazon's "Welcome to the Blumhouse Live," resulting in a 2021 Emmy nomination for Outstanding Interactive Program.[\[Link\]](#)
- Concepted and designed Unreal environments for 15 XR Stage and virtual premieres
- Developed motion graphic pipeline and tools that increased project efficiency by 70%.

#### Creative Director | Black Ant Media | Brooklyn, New York | Jul 2016 - Jul 2020

- Directed and produced motion design and videography services across digital, social, and video for 25+ tech, retail, and hospitality clients.

#### Senior Motion Designer | MBLM | New York, New York | Feb 2012 - June 2016

- Lead the Media Department to 5 national awards in cinematography and animation from 2012 -2014.
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### Skills

- Proficient in Adobe Creative Suite, including After Effects, Photoshop, and Illustrator.
  - Strong understanding of storyboarding, lighting, composition, UX, and design principles.
  - Proficient in Figma, Blender, Cinema 4D, Unity, C#, and Unreal Engine.
  - Experience working with rapid conceptualization and delivery times.
  - Strong attention to detail and ability to systematize complex project structures.
  - Excellent communication skills and comfortable articulating design concepts to other team members.
  - Ability to fuse creativity and code to deliver cutting-edge interactions, using motion to illustrate a narrative and forward-thinking visual experience.
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### Education

**Bachelor of Fine Arts** | Savannah College of Art and Design | Savannah, Ga | 2007