

MOTION + GRAPHIC DESIGN
VICKYLIN.DESIGN@GMAIL.COM
VICKYLIN.INFO

EXPERIENCE

MOTION DESIGNER Gemini 04.2025 – Current

As a motion designer at Gemini, I delivered 2d and 3d animation for the mobile app, website, and integrated marketing campaigns. My projects include paid ads, App Store previews, product launch videos, and motion event branding.

DESIGNER Electronic Arts Inc. Redwood City, CA 07.2024 – 04.2025

As a Designer at EA, I contributed to event branding, brand refreshes, and collaborated with various franchises. Serving as the motion designer, I developed templates and animated campaigns for both external and internal audiences, ensuring seamless collaboration across design teams.

JUNIOR DESIGNER Apple Inc. Sunnyvale, CA 04.2023 – 07.2024

As a returning designer on the Marketing and Communications design team at Apple, I contributed to both concepting and design for seasonal retail store campaigns, branding systems, and Apple events as well. Designs, advertising, and campaigns our team worked with were launched universally across all retail stores with every product launch and refresh.

DESIGN INTERN Apple Inc. Sunnyvale, CA 05.2022 – 08.2022

Collaborated with Marcom Design's retail team on Apple's retail store campaigns on multiple projects requiring graphic design and 3D program usage, and illustration.

DESIGN INTERN Watson Design Studio Los Angeles, CA 04.2021 – 09.2021

Contributed as a motion and graphic designer for streaming content and social deliverables for major platforms such as FX, Hulu, and Disney+, ensuring alignment with their brand identities and campaign goals. My responsibilities included developing motion graphics, designing promotional assets, and collaborating with the team to deliver trailers and opening sequences.

EDUCATION

ArtCenter College of Design Pasadena, CA 09.2019 – 02.2022

RECOGNITION

CanvasRebel Article
Young Ones ADC 2023
2023 Merit Award Advertising
Core77 Design Awards 2023
Voyage LA Magazine
Shoutout LA
Departmental Scholarship
ArtCenter Provost's List

SKILLS

Software:
After Effects, Adobe Suite, Figma, Cinema 4D, Redshift, Blender, Lottie, Cavalry, Rive, Midjourney, Reveal, Nano Banana, Krea, KeyShot, Microsoft Suite, Google Suite.

Design:
Motion design, storyboarding, sequential design, typography, cel animation, identity system development, film photography and DSLR photography.

Languages:
Fluent in English and Mandarin