

MOTION + GRAPHIC DESIGN
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VICKYLIN.INFO

EXPERIENCE

MOTION DESIGNER
Gemini
04.2025 – Current

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 conceiving 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

BFA in Illustration (motion design focus)
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, Photoshop, Cinema 4D, Lightroom, InDesign, Illustrator, Premiere Pro, Figma, KeyShot, Keynote, Microsoft Suite, Blender, Media Encoder, Audition, and XD.

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

Languages:
Fluent in English and Mandarin