

Delaney Buell

(831) 457-2096 | dbuell73@gmail.com | [Portfolio](#) | San Diego, CA [Open to Relocation]

Graphic Designer | Illustrator | Pattern & Print Artist | Neurodivergent Professional

PROFESSIONAL SUMMARY

Dynamic, Detail-Oriented Graphic Designer & Print Artist specializing in unique hand-drawn pattern design.

I excel at translating complex ideas into visually compelling designs and illustrations. In addition to my technical skills, I also have great storytelling instincts, a problem-solving mindset, and an unwavering dedication to quality. I possess a deep desire to meaningfully contribute and collaborate in a team environment amongst fellow creative professionals.

PROFESSIONAL EXPERIENCE

Freelance Graphic Designer, Illustrator & Print Artist

2025 - Present

Delaney Buell Designs

- Apply graphic design, illustrations, and brand design experience to partner with small companies and design houses on contract-based creative projects.
- **Pattern Design:** Design custom patterns for business stationery, fabrics/apparel, consumer packaging, and interior design/wallpaper, often from organic pen-on-paper illustration or hand-painted artwork. Possess a demonstrated eye for color, typography, print, and graphic placement.
- **Brand & Visual Identity Design:** Orchestrated a comprehensive visual overhaul and multi-channel identity system for client Habitat Modern Co., shifting the brand to a sleek, modern aesthetic. Produced a full suite of high-quality physical and print collateral, including custom business cards, letterheads, stationery, and logo stickers.
- **Video Ad Design:** Partner with multiple beauty and consulting businesses to design engaging social media (Instagram) video ads and graphics.
- **Stakeholder Communication:** Facilitated iterative feedback loops and collaborative design reviews with stakeholders to refine aesthetic direction, style, and brand alignment.

3D Animator | San Diego, CA

2025 - 2026

Xakari (Internship)

- Contributed my skills in motion design, illustration, and 3D animation to create impactful graphics that align with the company's product: an AI Fitness App.
- **Character Design & Animation:** Designed characters and animated their movements using Maya and Blender. Employed excellent storytelling skills to embellish performances and create realistic character animations.
- **Motion Design:** Designed and animated compelling motion graphics using After Effects. Gained significant experience with animation blending, motion matching, and animating inside Unreal Engine 5 (UE5).
- **Cross-Team Collaboration:** Regularly collaborated and communicated across departments, working with the Art Director, the Director of Marketing, and other technical specialists to bring concepts to life through engaging 3D animations and motion graphics for digital campaigns, social media, and branded content.
- **Video Editing:** Edited and optimized videos and short-form content for multiple platforms and formats (including Instagram Reels and TikTok). Applied skills in cartoon illustration to create standout social videos.
- **Asset & Graphic Design:** Created assets to support sales and marketing needs, including instructional videos, pamphlets/brochures, and social media posts.
- **Problem-Solving Abilities:** Productively received feedback from superiors and clients and improved designs to achieve an end product that was aligned with brand identity and project needs. Resolved technical issues related to art and animation assets, rendering, and performance as needed.
- **Website Design:** Contributed design skills to website development needs (icons, buttons, pamphlets, backgrounds, website graphics).
- **Artificial Intelligence (AI):** Utilized AI as a tool, including for storyboarding support. Comfortable working with AI platforms while maintaining originality and adding a creative human layer to ideas.
- **Confidentiality & Discretion:** Worked within the boundaries of discretion and respect that this startup required. Familiar with non-disclosure agreements.

- **Creative Research & Brainstorming:** Applied my love of research on a daily basis to find new inspiration and create fresh looks and animations. Supported the team in finding new production solutions through testing and research, as well as with referencing and researching for photos, timeframes, and illustrations.
- **Networking:** Attended industry conferences, such as the Game Development Conference (GDC), where I met 50+ new potential contacts, and diligently followed up via email with a 20% engagement success rate.

OTHER EXPERIENCE

Preschool Art Teacher | San Diego, CA

2026 - Present

Green Beans Preschool

- Design project-based lesson plans for preschool students, and work hands-on with students once a week to teach creative and artistic principles for young learners.

3D Animator | San Diego, CA

2026

E-Line Media (Industry-Partnered Internship Project)

- Developed original concept art, character designs, and environmental ideas for Neighborhoods, a brand new city sim video game, collaborating with the game development team to shape visual storytelling, gameplay experiences, and world-building concepts.
- **UX Design & Animation:** Created 3D animation and UX design concepts, including interface elements, buttons, and rewards systems, contributing creative solutions while working in a cross-functional design environment.

3D Animator | San Diego, CA

2023

Media Works / Tana Therapeutics (School Internship)

- Supported the creation of a 3D animated scientific demonstration for the pharmaceutical company, Tanaporter. Provided instructional motion design for a pharmaceutical product demonstration video for consumers.
- **3D Animation:** Executed project needs in 3D software (Maya), and through camera movement, animating cellular, intracellular, and syringe objects to make the demonstration effective and visually compelling.
- **Design Concepts & Principles:** Built on existing understanding of design principles, namely timing, storytelling, typography, and layout skills.

EDUCATION & SKILLS

Bachelor of Arts in Digital Arts & Animation | University of Silicon Valley

Core Skills: Hand-Drawn Study & Design | Pattern Making & Pattern Design | Illustration | Print Development | Character Design & Animation | Storytelling & Design Principles | Motion Design | Video Editing & Video Marketing | Animation Blending & Motion Matching | Branding & Identity Development | Project Management & Organization | Teamwork | Cross-Team Collaboration | Creative Problem Solving | Works Well With Deadlines

Graphic Design Software Experience: Adobe After Effects, Illustrator, Photoshop, InDesign | Blender | Maya | Unreal Engine 5 | Figma | Rive | Element 3D | Houdini | Canva

Other Software Experience: Perforce (File Management/Version Control) | Zoom | Slack | Google Suite (Docs, Sheets, Slides)