

Delaney Buell

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Motion Designer & 3D Animator | Graphic Design Artist | Neurodivergent Professional

PROFESSIONAL SUMMARY

Enthusiastic, Detail-Oriented Motion Graphic Designer & 3D Animator with hands-on technical experience, a recent Digital Arts degree, and an eagerness to learn and grow.

I excel at translating complex ideas into visually compelling animations and motion sequences, and have a proven track record of delivering efficient, optimized technical solutions. In addition to my technical skills, I also have great storytelling instincts, a problem-solving mindset, and an unwavering dedication to quality. I'm not afraid to "wear multiple hats" and go above and beyond to get the job done. I possess a deep desire to meaningfully contribute and collaborate in a team environment amongst fellow creative professionals.

After recently graduating with a Bachelor of Arts in Digital Arts & Animation and working in various internships for the last year, I am eager to contribute my skills and experience to an innovative company.

- 3D Animation & Motion Design
- Character Design & Animation
- Storytelling & Design Principles
- Editing & Optimizing Videos
- Designing High Quality Motion Graphics
- Animation Blending & Motion Matching
- Project Management & Organization
- Teamwork & Cross-Team Collaboration
- Managing & Implementing Feedback
- Clear Communication Skills
- Creative Problem Solving
- Works Well With Deadlines

AREAS OF EXPERTISE

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

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

PROFESSIONAL EXPERIENCE

Freelance Graphic Designer & 3D Animator

2025 - Present

Studio 318

- Apply 3D animation and motion design experience to partner with small companies on contract-based creative projects.
- Recently completed wildlife-themed graphic animations in partnership with Sneaky Little Sister which will be featured in an upcoming documentary, *Kelp Forest*. Used Adobe Illustrator to create a realistic yet charming representation of life under the sea that incorporated intricate textures.
- Completed contracted art and design projects on time

3D Animator | San Diego CA

2025 - Present

Xakari (Internship)

- Contribute 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 to create realistic character animations.
- **Motion Design:** Design and animate compelling motion graphics using After Effects. Have gained significant experience with animation blending, motion matching, and animating inside Unreal Engine 5 (UE5).

- **Cross-Team Collaboration:** Regularly collaborate and communicate across departments, working with Art Director, 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:** Edit and optimize videos and short-form content for multiple platforms and formats (including Instagram Reels and TikTok). Apply skills in cartoon illustration to create standout social videos.
- **Asset & Graphic Design:** Create assets to support sales and marketing needs, including instructional videos, pamphlets/brochures, and social media posts.
- **Problem-Solving Abilities:** Take in feedback from superiors and clients and iterate on designs to achieve a product that is aligned with brand identity and project needs. Always manage feedback and revisions in a timely, professional manner. Troubleshoot and resolve technical issues related to art and animation assets, rendering, and performance as needed.
- **Website Design:** Contribute design skills to website development needs (icons, buttons, pamphlets, backgrounds, website graphics).
- **Artificial Intelligence (AI):** Often work with AI, including for storyboarding support. Comfortable working with AI platforms while maintaining originality and adding a creative human layer to ideas.
- **Confidentiality & Discretion:** Work within the boundaries of discretion and respect that this startup requires. Familiar with non-disclosure agreements.
- **Creative Research & Brainstorming:** Apply my love of research on a daily basis to find new inspiration and create fresh looks and animations. Support with referencing and researching for photos, timeframes, illustrations. Support the team with finding new production solutions through testing and research.
- **Networking:** Attend 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

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2023

Media Works (School Internship)

- Supported with creation of a 3D animated scientific demonstration for pharmaceutical company, Tanaporter. Provided instructional motion design for 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.

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2022

University of Silicon Valley (School Internship)

- Worked as part of a student team on the Project X film, *Cat*. This film was a collaborative multi-year project that was eventually released on a proprietary console animation site.
- **Character Animation & Motion Capture:** Animated the characters in Maya. Reviewed other student's animated scenes and helped with acting to create reference animation. Collaborated with other team members to plan and execute motion capture shoots.
- **File Management & Digital Asset Libraries:** Gained experience working with the file management software, Perforce.

EDUCATION

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