

JAZLYN WHITE MOTION DESIGNER/ANIMATOR

JazlynWhite.com | jazlynwhitevfx@gmail.com | 602.558.0659

Programs & Tools	Cinema 4D (Octane, Greyscale Gorilla, HDR Light Studio), After Effects (Red Giant Suites: incl. Trapcode), Blender, Adobe Illustrator, Adobe Photoshop, Disguise, Houdini
Abilities	Motion Graphics, 2D Animation, 3D Animation, Lighting, Texturing, Video Editing, Graphic Design, LED Wall Operation, Asset Library Management, Animation Principles
Education	Savannah College of Art and Design, <i>B.F.A. Visual Effects</i> , 2015 - 2019

Work Experience

Aviator Pro (2026 - Current) Motion Designer

Scottsdale, AZ

- Design and animate 2D and 3D videos from concept & asset creation through final render, for an ongoing library of FAA-approved training courses.
- Produce assets and animation for the Marketing department alongside course work.
- Communicate with other animators to ensure consistency across videos and asset creation.
- Break down technical subject matter into animations that viewers understand at a glance.
- Utilize new plugins and scripts to keep animations from becoming too repetitive across a growing library.

PXG (2023-2025) Motion Designer

Scottsdale, AZ

- Designed 3D product animations, 2D motion graphics, and supporting assets for product launches, social media campaigns, and television commercials.
- Created and managed a 3D asset library in Iconik, establishing organization and tagging standards that increased efficiency across cross-department workflows.
- Masked, tracked, and cleaned up plates on live-action footage for commercial and social deliverables.
- Designed motion graphics for a large-scale in-house LED wall and operated it during production shoots.

Freelance: Zen Media - Harlem Globetrotters (2023-Current) Motion Designer

Scottsdale, AZ

- Design and animate player intros, team introduction videos, and in-arena graphics for live games.
- Create videos for merchandise launches and event marketing.
- Retouch studio photography for use in promotional content.

Sneaky Big Studios (2021-2023) Associate Motion Designer

Scottsdale, AZ

- Produced 3D renders and animations for client work in a studio pipeline.
- Created assets, graphics, and backgrounds for virtual production environments.
- Collaborated with in-house editors to develop visuals aligned with creative direction and post-production needs.

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