

Curriculum Vitae 2026

A brief professional summary:

I am a remote freelance motion designer, animator and video editor with over 20 years industry experience. I started my career working in broadcast commercials and corporate branding, before moving into freelancing. I have a broad skill set with proficiency in Adobe After Effects, Premiere, Photoshop and Illustrator. I also use Cinema 4D for 3D motion design and I have experience in VFX compositing and video retouching. I have been operating remotely for 15 years with a deep focus on good communication, organisation and reliability.

My core skills:

Motion design and animation.
Video editing.
Colour grading and balance.
Sound design and music editing.
VFX and compositing, including green screen and rotoscoping.
3D modelling, texturing and animation.
Can work independently and as part of a team (from teams of 2 up to 30).

My soft, but relevant skills:

Problem solver, I enjoy providing creative solutions for narrative or design led projects.
Good communicator, I ask plenty of questions.
Flexible with workflows and software (Slack, Discord, Lucid link etc).
Organised, I understand the importance of a smooth project handover.
Knowledge sharer, I like exchanging tips and building workflows that improve efficiency.

My career experience:

2008 - present: Freelance motion designer and video editor.

Over the years I have built strong client relationships and helped produce video and motion content for a variety of platforms, including TV, social media and video games. Some of my clients include C4, BBC, TikTok and British Vogue to name a few.

Recent clients:

True Story - National Lottery infographics - motion designer
Eastward Agency - TikTok b2b content - motion designer / UGC editor
The Boundary - Architectural mood films - video editor / sound design
BBC / Avalon - Not going out - VFX compositing / retouching
Somewhere / Uniform - Architectural concept films - video editor / motion designer
Jump design and direction - Saudi world cup announcement social campaign - motion designer

2003 - 2008: Dene Films, Newcastle upon Tyne: Video editor and motion graphics.

I was responsible for video editing and motion graphic design for local corporate and commercial clients.

Education and training:

2008: 3D training Autodesk Maya/Cinema 4D.
Course completed.
Academy Class, London.

2000 - 2003: Media Production & Animation BA (Hons) 2:1.
Northumbria University.

1995 - 1999: BTEC National Diploma in Media and Video Practice: Distinction.
A level Photography: A grade.
Wrexham College.

A bit about me:

I'm a keen mountain biker, basketball player and videographer and I like to combine these pastimes as often as I can. I make short form social content for my local basketball team, using video and motion design. I am also working on some brand films for some local riders who are national champions.

Finally, I'm a big video game enthusiast. I like to keep across the mainstream and independent scenes and I'll dip into any genre if the title has interesting mechanics and a strong visual style. I am currently exploring the Roblox platform to engage new design skills and to try out some ideas.

Portfolio

If you would like to see some examples of my work please visit www.dylanwynne.co.uk