

# PAUL BOWEN - MOTION GRAPHICS DESIGNER

paul.bowen537@gmail.com

| +44 (0)7709 837370

| paulmograph.com

*Please contact me for references and further portfolio work.*

Accomplished Motion Designer based in London, blending creativity with a strong grasp of technology, design, and emerging business trends. Experienced in crafting compelling narratives across screen, web, installations, and more. Passionate about science fiction and always exploring new tools and techniques to elevate the creative process.

## CORE SKILLS

MOTION DESIGN  
VIDEO EDITING  
VISUAL STORYTELLING  
GRAPH EDITOR (AE)  
EXPORTING & ENCODING  
CHATGPT

ADOBE AFTER EFFECTS  
PREMIERE PRO  
ADOBE ILLUSTRATOR  
ADOBE PHOTOSHOP  
AUDITION  
ADOBE XD

CREATIVE STRATEGY  
BLENDER  
CINEMA 4D  
FIGMA  
OFFICE 365  
DAVINCI RESOLVE 20

## EXPERIENCE

### **JUN 2025 - PRESENT: CREATIVE ARTWORKER (WITH MOTION) DOMINO'S PIZZA UK & IRELAND LIMITED**

- Producing engaging cross-channel assets for print, digital, social, and CRM campaigns, ensuring brand consistency and creative impact.
- Played a key role in the launch of the Chic N Dip sub-brand.
- Designed and animated content using After Effects, Photoshop, Illustrator, and InDesign.
- Colour graded footage for content and rigged the in-house 2D mascot "Colin", elevating the studio's internal character animation capabilities.
- Collaborated closely with CRM, Social, and Digital teams, plus external ATL and BTL agencies, ensuring timely delivery of campaign materials.

### **AUG 2023 - JUN 2025: SENIOR MOTION GRAPHICS DESIGNER - V-ONE DESIGN SOLUTIONS LTD**

- Producing high-quality motion graphics for both short and long-form content across digital, social, and internal platforms—taking projects from storyboard through to final export.
- Managing projects end-to-end, liaising directly with clients to gather feedback, present concepts, and coordinate deliverables.
- Overseeing internal creative direction, supporting other designers and optimising team processes.
- Creating 3D content using Blender for both digital campaigns and high-resolution print assets.
- Contributing to strategic planning around creative direction, tooling, and workflow improvements.
- Led the integration of AI tools including ChatGPT, Midjourney, and Murf into the creative workflow, mentoring the team on practical implementation.

### **MAY 2022 - MAY 2023: J2, MOTION GRAPHICS DESIGNER.**

- Produced a wide range of motion content including pitch videos, social assets, EDMs, and landing page animations.
- Collaborated with account managers and designers to develop and animate storyboards under tight deadlines.
- Improved studio file structures and workflows for better team efficiency.
- Mentored colleagues in After Effects and Premiere Pro.
- Researched and implemented new tools and plugins (e.g., Maxon One, Trapcode Suite) to enhance creative output.

## **MAR 2020 - PRESENT: FREELANCE, MOTION GRAPHICS DESIGNER.**

- Edited, composited, and enhanced video content with visual effects across platforms including social, web, and branded campaigns.
- Collaborated directly with clients and agencies to develop storyboards and deliver engaging visual content on deadline.
- Regularly sourced and implemented new tools and plugins (e.g., Overlord, Duik 2.0) to optimise creative efficiency.
- Invested in continuous development, staying current with emerging design trends and motion workflows.

## **JAN 2020 - MAR 2020: D5 DESIGN - VIDEO EDITOR, ART WORKER.**

- Utilising Unity, software development kit to conceptualise VR/AR projects
- Organising assets and editing projects for large global clients
- Using Adobe CC primarily Adobe After Effects and Adobe Premiere Pro
- Rendering projects and delivering them in the requested file format
- Creating and updating presentations using Microsoft Office Power-point
- Developing apps for global clients with Microsoft Share point and Powerapps

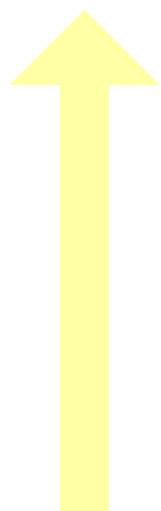
## **FEB 2019 - NOV 2019: MAKE BELIEVE IDEAS LTD - DESIGNER, VIDEO EDITOR AND ARTWORKER.**

- Video editor and designer for an International children's publishing company
- Worked on multidisciplinary projects, video editing with Adobe Premiere Pro, Conceptualising and mocking up prototypes. Art working and branding
- Implementing and being aware of current film and motion graphic trends
- Creating projects with Premiere Pro, organising files and assets, colour grading, editing and adding motion graphics with After Effects
- Clearing up, organising cutting and editing audio
- Managing royalty free audio content from online website
- Exporting and delivering files on time

## **JAN 2016 - OCT 2016: FUNKY 3D FACES MARKETING, DESIGN.**

- Quality control, organising and editing of customer's images
- Ensuring content and quality to deliver the best product
- Marketing contacting various Vloggers and creating mailing lists using excel
- Attending events such as 'Brick live' a Lego convention
- Interacting with both potential and current customers of Funky 3D faces
- Presenting and explaining the technology and selling the product

## **CERTIFICATES, TRAINING AND EDUCATION**



**NOV 2019 - MEDIA TRAINING LTD:** Certificate Introduction Maxon Cinema 4D.

**OCT 2018 - MEDIA TRAINING LTD:** Certificate Advanced Adobe After Effects CC.

**SEPT 2013 - JUN 2016:** University of Lincoln: Interactive Design BA (Hons) 2:1.

**OCT 2014 - FEB 2015:** Germany, Dessau-Anhalt University. Erasmus exchange.

**2010 - 2011:** Vancouver Film School, Canada. Foundation in Film and Digital Design