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DESIGN · MOTION · BUILD



Motion Design/Engineer specializing in interface motion, 3D, web animation, and motion systems.

I work with product, brand, and engineering to turn complex products into **clear interface motion** and visual stories, and I build **AI-assisted tools and templates** that help those teams produce and ship the work.

BLENDER 3D · ADOBE CC · DAVINCI · THREE.JS · FIGMA · CURSOR · RIVE + LOTTIE · GITHUB

After Effects · Premiere Pro · Photoshop · Illustrator · Babylon.js · HTML/CSS · Frame.io · Audition · Media Encoder · Claude · Flora · Seedance · Gumloop

- Interface Motion (Web, Rive, Lottie)
- Motion Systems (Timing, Easing, Templates)
- AI-Assisted Production
- Product Storytelling
- Art Direction
- Plugin & Tool Development
- 3D Modeling, Rigging & Animation
- Cross-Functional Collaboration
- Reusable Template Packages

CREATIVE INFRASTRUCTURE

SAMSARA
Sr. Motion Designer
MAY 2025 – PRESENT

Lead interface motion, motion systems, and 3D across Product, Brand, Marketing, and Engineering. Build reusable templates and tools so those teams can create and ship motion.

FREELANCE
Designer
SEPT. 2016 – PRESENT

Built web animation, plugins, and graphic template packages for technology startups, including Pacific Fusion and Bunsen, so their teams could explain the product and edit graphics faster.

LEARNING.COM
Sr. Motion Designer
MAR. 2020 – MAY 2025

Art directed a biweekly 3D series that reached 1.8 million students a year, and led writers, illustrators, and voice actors through one reusable production pipeline.

PETRICHOR PRODUCTIONS
Producer, D.P., Director
APR. 2021 – PRESENT

Produced and directed narrative films, music videos, and branded content, collaborating with production crews from concept through delivery.

SOUTHERN OREGON UNIVERSITY
B.S. Digital Art & Animation
SEPT. 2014 – JUNE 2019
Summa Cum Laude · GPA 4.0

WATCH SHOWREEL

CURRICULUM VITAE

◇ SAMSARA 2025 – PRESENT

Define motion systems, 3D, and interactive product stories across Product, Marketing, Brand, Sales, and Engineering for a global connected-operations technology company.

- Helped define the motion language for Samsara's company-wide rebrand, building reusable animation systems and templates across product launches, campaigns, social, events, and executive communications.
- Lead visual storytelling from concept through delivery, creating motion, 3D product visualization, keynote content, and brand experiences that make complex hardware and technology easier to understand.
- Created large-scale anamorphic 3D campaigns for the New York Stock Exchange in Times Square and the Las Vegas Strip, developing custom perspective and projection workflows for each environment.
- Built a Figma motion plugin, After Effects and Premiere plugins, interactive web animations, and Three.js tools so teams can produce motion, renders, and technical illustrations.
- Partner with Product Marketing, Brand, Sales, Engineering, executives, agencies, and vendors, and use AI-assisted workflows to move concept, production, and iteration faster while the work stays on brand.
- Produced keynote graphics, countdown animations, presentation visuals, and digital signage for BEYOND, Samsara's annual customer conference.
- Created AI Multicam, a 3D technical product explainer that translated an early-stage AI system into a clear customer story.

◇ FREELANCE 2016 – PRESENT

Build graphic template packages and web animation for technology startups, including Pacific Fusion and Bunsen.

- Built graphic template packages so teams can produce and edit graphics faster.
- Built web animation that helps people engage with and understand nuclear fusion, therapeutic proteins, and agentic products.
- Made the fusion animation for Pacific Fusion and the protein animation for Bunsen, working with founding and product teams from concept through delivery.

◇ LEARNING.COM 2020 – 2025

Produced and directed a bi-weekly 3D educational series reaching more than 1.8 million students annually, owning the creative and production process from concept through delivery.

- Art directed the series with writers, illustrators, and voice talent, and kept a consistent visual language from episode to episode.
- Built a reusable production pipeline capable of delivering fully animated 5–8 minute episodes every two weeks.
- Owned the full 3D workflow, including modeling, rigging, texturing, lighting, animation, rendering, editing, and final delivery.

◇ PETRICHOR PRODUCTIONS 2021 – PRESENT

Produce and direct narrative films, music videos, and branded content with production crews from concept through delivery.

- Produce, direct, edit, and animate branded content, commercials, music videos, campaigns, and narrative work.
- Manage projects from concept and pre-production through shoots, post-production, compositing, and final delivery.
- Collaborate directly with clients, agencies, talent, and creative teams to develop ideas and bring them to screen.