

Natalie@NatalieAPalumbo.com

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EDUCATION

B.F.A. Motion Design With Honors, May 2017.
Ringling College of Art & Design, Sarasota, FL.

**SKILLS**

Adobe Certified Professional, Visual Design, Video Design, Marketing Design. Motion Designer/VFX Compositor with advanced proficiency in software/hardware: After Effects, Cinema 4D, Premiere Pro, Photoshop, Illustrator, Express, Acrobat, Aero, Fresco, InDesign, Audition, Redshift, Figma, Nuke, Red Giant Suite, Twixtor Pro, Mac OSX Sonoma, Windows 10, Ubuntu Linux, Canon R8, Røde StereoMic X, NT-SF1 Ambisonic Mic, ZOOM Q8 & H6, Wacom Cintiq, Presonus AR16, OBS Studio.

MOTION DESIGN EXPERIENCE**Motion Graphics Designer, Post Bail Studio, Marketing/Video Production, NYC, Feb 2025 - Mar 2025**

Motion Graphics & VFX Compositing to develop a video promo for Microsoft Copilot:

- Followed brand material and storyboards to ensure accurate color palette, logo, icons, and program interfaces.
- Developed 3D model assets with pre-approval from team before proceeding to animation.
- Pre-visualized animation sequences for early review so motion design is consistent between team members.
- Adjusted lighting, camera, materials, and animation in collaboration with team for best presentation.
- Programs include Adobe After Effects, Cinema 4D, Redshift, Figma, Illustrator, Photoshop, Premiere Pro.

Motion Graphics Designer, Teads, Marketing/Video Production, NYC, Oct 2023 - Jan 2025

Motion Graphics, VFX Compositing, and Media Production to support NYC Marketing & Int'l Video Production Teams:

- Created motion graphics and edited videos based on script, brand material, and storyboards.
- Mixed and mastered audio tracks for various animation and video projects, adjusting for broadcast standards.
- Adjusted graphics for regional presentations in various markets, events, and language translations.
- Composited film into motion graphics to present brand association, and VFX Compositing to add or remove details.
- Programs include Adobe After Effects, Cinema 4D, Illustrator, Photoshop, Audition, Premiere Pro, Wacom Cintiq.

Motion Graphics Designer, Nielsen, Marketing/Video Production, NYC, Aug 2021 - Jan 2023

Motion Graphics and Video Production to support Nielsen's rebrand and project launches:

- Followed new brand guidelines for color palette, font choices, and visual presentation.
- Revised established video content to updated branding, style, and color palette.
- Developed motion graphics assets and animated promos according to brand guidelines, markets, and languages.
- Mixed audio, video, and developed motion graphics assets to be animated according to provided storyboards.
- Programs include Adobe After Effects, Cinema 4D, Illustrator, Photoshop, Audition, Premiere Pro, Wacom Cintiq.

Behance Broadcaster, Adobe, Creative Demonstration/Beta Testing, NYC, Apr 2020 - Jan 2023

Live Stream Production for Adobe Platform "Behance":

- Live Demonstration of creative process and presentation of Adobe Aero animations while engaging audience.
- Presenting Adobe program crossover capability to produce media design, and answer audience questions.
- Programs & Hardware include Canon 60D, ZOOM Q8, OBS Studio, After Effects, Cinema 4D, Adobe Aero, Fresco, Wacom Cintiq, Illustrator, Photoshop, Audition, and Premiere Pro.

Motion Graphics Designer, The Light/Netflix YouTube, Entertainment, NYC, Feb 2021 - Jan 2022

Motion Graphics Package Designer for Netflix YouTube TV Series "GO OFF with Jess and Julissa":

- Designed show logo and animated title sequence based on creative brief and Netflix broadcast standards.
- Developed and animated segue title templates, transitions, and lower third graphics.
- Adjusted photographic assets for title sequence, poster graphics, and episodic content.
- Programs include Adobe After Effects, Premiere Pro, Illustrator, Photoshop, Maxon Cinema 4D.

Motion Graphics Designer, Yahoo/AOL Studios, Entertainment/Events, NYC, Dec 2017 - Jan 2019

Animated motion graphics packages for promos, web series production, live events, logo animations, and infographics:

- Designed animations according to creative briefs, concept statements, brand standards, and production schedules.
- Pitched design solutions and graphics packages successfully for web series broadcast and live events.
- Programs include After Effects, Photoshop, Cinema 4D, Illustrator, and Premiere Pro.

Digital Compositing Intern, Marvel Entertainment, NYC, Jun 2017 - Sept 2017

Restored and archived comics for Marvel's digital database:

- Designed, edited, and restored images for visual consistency, color balance, readability, and coding restrictions.
- Converted print layout for best visual presentation of brand on digital platforms.
- Programs include Photoshop, Illustrator, InDesign, and internal company software.

AWARDS & RECOGNITION

- **VES New York Chapter Board Member 2024, Nominated Secretary**, March 2025
- **Paul McCartney Archives**, "Tug Of War At 40" Visual Presentation for SiriusXM Host Tom Frangione, April 2023
- **Adobe Design Achievement Awards Top Talent**, *Live Synesthesia*, Motion Graphics + Animation, 2019
- **Sarasota Film Festival youthFEST Shorts**, *Are We Here? (Are We In Color?)*, March 2019
- **Disney Professional Intern Spotlight**, August 2017
- **Adobe Design Achievement Awards Semifinalist**, *The Jet*, Fine Art - Animation / Motion Graphics, 2017