

Graham Palmgren

Motion Designer

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Work Experience

Senior Motion Designer, DotDash Meredith

May 2023 - January 2025

- Created dynamic motion graphics that enhanced visual communication for Apple News+.
- Edited video and audio content to produce cohesive and engaging narratives for target audiences.
- Collaborated with cross-functional teams across numerous brands to deliver high-impact projects.
- Crafted visual stories for articles, leading to unprecedented growth and engagement for the platform.

3D Motion Designer, Made By Things

May 2022 - March 2023

- Created award-winning animations that enhanced storytelling and captivated audiences.
- Designed engaging motion design that communicated complex ideas in an appealing manner.
- Executed character design, modeling and rigging processes to facilitate engaging animations.
- Developed detailed storyboards, mood boards, and animatics that effectively illustrated narrative flow and visual concepts.

Broadcast Motion Designer, Red Arrow Industries

Feb 2019 - May 2022

- Created 2D and 3D animations to enhance storytelling for broadcast and social media content.
- Edited audio and video content to ensure seamless transitions and maintain narrative flow.
- Designed dynamic motion graphics and visual effects that elevated video projects.
- Collaborated closely with clients to understand their vision and deliver purpose-built multimedia solutions.

Education

Savannah College of Art and Design

Graduated 2016 - B.F.A. Animation, Cum Laude

Skills + Software

Adobe After Effects
Adobe Premiere Pro
Adobe Photoshop
Adobe Illustrator
Figma
Cinema 4D + Redshift

Motion Design
UI/UX Design
Graphic Design + Typography
Illustration + Storyboarding
Compositing, Tracking + Keying
3D Animation