

Elly White

Motion Designer & Multimedia Artist

theartistelmay.com

theartistelmay@gmail.com

Experience

Universal Creative

*June 2025 - Aug 2025
Savannah, GA*

Project Manager & Lead Motion Designer (Contract)

Directed a 19-person creative team for Universal Creative, uniting leadership, project management, and hands-on motion design to deliver high impact visual assets.

Crafted motion and presentation content that enhanced storytelling, strengthened brand presence, and exceeded client expectations.

Meta

*Mar 2025 - May 2025
Savannah, GA*

Lead Motion Designer (Contract)

Directed motion design content for deliverables and visual content, ensuring all animations aligned with Meta's brand standards and project goals.

Collaborated with UI/UX designers in creating animated assets for in app experiences focused on Meta AI integration for Ray-ban Meta glasses.

Paramount+

*Jan 2025 - Mar 2025
Savannah, GA*

Project Manager & Lead Motion Designer (Contract)

Led a 24-person team, driving timelines, deliverables, and client communication to ensure seamless execution of project goals.

Directed motion design, narrative, and advertising content that amplified brand storytelling and expanded audience reach.

UPG LLC

*Jan 2025 - Mar 2025
Savannah, GA*

Motion Artist/Illustrator Intern

Designed motion graphics and interactive animations tailored for UI and website use, enhancing user engagement and brand identity.

Collaborated with design team to integrate motion seamlessly into web layouts and digital experiences.

Education

Savannah College of Art & Design

*Sep 2022 - Dec 2026
Savannah, GA*

BFA Motion Media Design

3.8 GPA - Dean's List

MOMElove - Comotion (largest student run motion design conference)

Tools

Photoshop, Illustrator, After Effects, Premiere Pro, InDesign, Figma, Blender, Cinema 4D, Clip Studio Paint, Procreate, Notion, Miro, Slack, Asana

Skills

Brand Identity & Visual Systems Design, Creative Direction & Concept Development, Client-Centered Design Thinking, Cross-Disciplinary Collaboration, Feedback & Iteration, Presentation & Communication, Project Leadership & Peer Mentorship, Adaptability & Problem-Solving, Designing for Human Connection, Inclusive Design Practices