

# JOHN DOUGHERTY

## MOTION DESIGNER

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www.johndougherty.tv

[linkedin.com/in/johndoughertymotiondesign](https://www.linkedin.com/in/johndoughertymotiondesign)

### PROFILE

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BAFTA-nominated motion designer with over fifteen years and extensive experience in the motion design industry. Educated at Art Center College of Design in Pasadena. I have worked in Los Angeles, collaborating with diverse brands through broadcast networks, studios, and tech companies. The scope of projects for these clients ranges from title design, commercials, broadcast design, experience design, live show graphics, game theatricals and more. I utilize primary Maxon Cinema4D and Adobe After Effects for design and animation. Examples of my work can be viewed using the link to my portfolio/reel below.

Portfolio/reel: [www.johndougherty.tv](http://www.johndougherty.tv)

Instagram Account: [john.dougherty\\_motiondesign](https://www.instagram.com/john.dougherty_motiondesign)

### EXPERIENCE

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Freelance Motion Designer  
2009-Present

#### BigBlock 2018-2021

Worked on myriad projects from TBS MLB sports package to tech conferences with CISCO to lottery commercials. My main roles being in 3D/2D Design and animation.

#### Parliment 2024

Worked on a PSA about AI and Deep-Fakes for Tech Start-up and TEDEX Talk Pres. Roles were Ae/C4D Design and Animation

#### Elastic 2019

BAFTA nominated project (*HBO Catherine the Great*) I worked as an animator in 3D/2D, bringing stunning title design frames to life.

#### Mirada 2022

Worked on a series of Dell commercial ads. Bringing the laptops to life with mograph styled animations. My roles were pre-vizing animations and lookDev using C4D and Redshift.

#### Prologue 2012-2015

Worked on myriad of projects from channel rebrands to Oscars with roles in 3D and 2D animation.

#### yU+co 2015-2018

Worked on projects from main titles, and experience design, to commercials, using Ae/C4D in the process. My roles were 3D and 2D design and animation.

#### Imaginary Forces 2011-2021

Worked on myriad of project with scopes ranging from titles design and commercials to award shows like the MTV VMAs with role being designer/animator 2D/3D.

#### Buddha Jones 2015-2017

Worked on game theatrical trailers and San Diego Comic-Com ultra hi-res experience for DC comics with principal role in 3D/2D design.

### EDUCATION

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Graphic Design  
Art Center College of Design  
Pasadena, CA

### SKILLS

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- 2D/3D Animation
- 2D/3D Design
- Concept Development
- Design & Typography
- Storyboarding
- MoodBoard/StyleFrames
- Look Dev

### SOFTWARE

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Maxon Cinema 4D  
INSYDIUM (*X-Particles*)/TFD  
Adobe After Effects

SideFx Houdini

Adobe Creative Suite Apps  
Adobe Substance

Redshift Render  
Arnold Render  
Octane Render

### AWARDS

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BAFTA Nominee,  
Main Title Design, 2020 (*Elastic*)  
*HBO mini-series Catherine the Great*  
Roles was 2d/3D animation.

*References are available upon request.*