

Dalton Love

Motion Graphics Artist

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PROFESSIONAL PROFILE

Experienced motion graphics designer and video producer with over 5 years in 2D/3D animation, editing, and visual storytelling. Skilled in Adobe Creative Suite, Blender, Houdini, and cross-functional production, including coordination with networks like Big Fish and Peacock. Experienced in the full production pipeline—from concept and script development to animation, editing, and final delivery. Passionate about using design and motion to support meaningful work that drives innovation, communication, and impact.

EDUCATION

Full Sail University, Winter Park FL - *Certificate Media Communication*

July 2020 - June 2022

Sam Houston State University, Huntsville TX

2019 - 2020

SKILLS

Post-Production

- Premiere Pro
- After Effects
- Nuke

Animation Pipeline

- Blender
- Houdini
- Cinema 4D
- Unreal Engine
- Maya
- Substance 3D

Design

- Photoshop
- Illustrator
- InDesign

WORK EXPERIENCE

Designer

REELZ Channel

Oct 2023 - Present

Albuquerque, NM

- Develop motion graphics and animations for television using Adobe After Effects
- Model 3D assets in Blender and simulations using Houdini, render with Solaris and V-Ray
- Composite and edit footage in Adobe Premiere Pro and Nuke
- Design production assets using Photoshop and Illustrator
- Coordinate with internal producers and editors, as well as external production companies including Big Fish and Peacock
- Actively explore and integrate AI-assisted tools to streamline design processes and enhance creative output
- Lead visual direction and asset delivery for network-level projects across multiple platforms

Customer Support Representative

Go Social Agent

Sep 2021 - Aug 2023

Remote

- Provided customer service and technical support via phone, email, and chat
- Managed content organization for 200+ Social Media Accounts
- Purchased and managed Facebook & X advertisements

Producer & Editor

ZOOM TV Network

Jun 2019 - Sep 2021

San Antonio, TX

- Edited video content for web and broadcast platforms using Adobe Premiere Pro
- Used Unreal Engine for live events using Mo-Cap suits and Vive Controller Cameras
- Managed file organization, delivery, and archival processes

ADDITIONAL SKILLS

Languages: Vex, JavaScript, Java, C#, C++, Python

Management Software: Trello, Shotdeck, Asana