

# DALTON LOVE

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## PROFESSIONAL SUMMARY

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Motion Graphics/VFX Designer with mid-level experience delivering broadcast-ready animations and visual effects. Led visual direction and asset delivery for network-wide projects at REELZ Channel, integrating AI-assisted tools to cut production time by 60%. Skilled in After Effects, Nuke, Blender, and Houdini for end-to-end 2D/3D pipelines. Seeking to apply this expertise to create compelling motion graphics that elevate audience engagement for your brand.

## EDUCATION

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**Full Sail University**  
*BA, Animation*

**Jul 2020 - Jun 2022**  
*Online*

## PROFESSIONAL EXPERIENCE

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### REELZ Channel

**Oct 2023 - Feb 2026**

*Designer (Motion Graphics / VFX)*

*Albuquerque, NM*

- Designed visual effects and graphics in Adobe After Effects for nationally aired On Patrol: Live commercials, directly boosting viewership by 40% within 3 months and helping the show reach record audience numbers.
- Modeled 3D assets in Blender and Houdini for social media campaigns, using Solaris and V-Ray to render high-quality visuals that boosted weekly engagement by over 2,000 and strengthened audience interaction and brand awareness.
- Developed After Effects templates that cut production time by 60% by providing ready-made projects for rapid customization, enabling teams to efficiently deliver high-quality video content and consistently meet tight deadlines.
- Created scripts in Photoshop to automate the reformatting of over 1,000 images in less than 5 minutes, streamlining production, saving hours of manual work each week, and allowing the team to meet tight delivery deadlines more easily.
- Coordinated with internal producers and editors and external partners such as Big Fish and Peacock, using project-management tools to maintain clear communication and deliver projects on schedule and within budget

### Go Social Agent

**Sep 2021 - Aug 2023**

*Customer Support Representative*

*San Antonio, TX*

- Delivered customer service and technical support to over 250 realtors via phone, email, and chat for Facebook, X, and Instagram issues, resolving problems and increasing client satisfaction
- Orchestrated content delivery and customization for over 250 realtors' social media accounts by coordinating schedules, tailoring posts to individual brands, and implementing workflow improvements that increased posting consistency and boosted audience engagement.
- Purchased and managed Facebook and X ad campaigns using Ads Manager, optimizing targeting and creative content to improve click-through rates and generate new leads.

### ZOOM TV Network

**Jun 2019 - Sep 2021**

*Producer & Editor*

*San Antonio, TX*

- Created and edited social video content for 10+ shows at the same time across web, broadcast, and YouTube platforms using Premiere, DaVinci Resolve, and After Effects, helping boost viewer engagement, drive channel growth, and strengthen brand consistency.
- Operated Sony FS7 and FS5 cameras and motion capture suits during live events, using Unreal Engine for real-time visuals that boosted audience engagement and improved event flow.
- Managed file organization, delivery, and archival workflows that streamlined the video production process, reduced file retrieval time by 30%, and ensured secure, accurate access to assets throughout each project phase.

## PROJECTS

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### **On Patrol: Live - Title Commercial / Show Promo** | [On Patrol: Live - Title Commercial / Show Promo](#)

- Modeled and rendered elements in Houdini
- Composited in After Effects to integrate show clips within the title design
- Designed for broadcast-style clarity and fast iteration under production feedback

### **Maiar - Hackathon Interior Scene** | [Maiar - Hackathon Interior Scene](#)

- Built interior environment assets in Blender
- Rendered in Houdini and composited in After Effects
- Focused on layout, readability, and believable set dressing for a tech/event space

### **REELZ+ Design** | [Reelz+](#)

- Did a full re-design for Reelz's streaming service Reelz+
- Built the mock-up to finished UI/UX for the Reelz+ website, mobile-app, and the various TV Applications using Adobe Illustrator for asset creation

## CORE SKILLS

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- **3D Modeling & Rendering:** modeling, procedural workflows, rendering (Solaris), lookdev support, 3D asset creation and modeling
- **Compositing & Motion Graphics:** After Effects, Nuke, Motion Graphics
- **Design & Supporting Tools:** Photoshop, Illustrator, Cinema 4D, Substance 3D, Unreal Engine
- **Editing & Delivery:** Premiere Pro, DaVinci Resolve, Capcut