

DALTON TAYLOR

CREATIVE TECHNOLOGIST

www.daltontaylor.design dalton@daltontaylor.design

EXPERIENCE

META - VFX ARTIST | OCTOBER 2025 - PRESENT

- Working on a team of five producing VFX and motion content for internal product research

KNOCKDOWN PRODUCTIONS - VFX ARTIST | AUGUST 2025 - OCTOBER 2025

- Produced 2D and 3D motion graphics and VFX for Amazon Blink and Ring commercial campaigns
- Supported product storytelling through animation and visual effects
- Collaborated with external teams to translate creative direction into accurate visual execution

TIPPING POINT SOLUTIONS - UNREAL MOTION DESIGNER | DECEMBER 2023 - DECEMBER 2024

- Helped develop an interactive training course for military medical personnel
- Utilized motion capture data and AI audio to facial data to create animated cinematic sequences
- Developed shaders and Blueprints in UE

DIGITAL BOT LABS - MOTION DESIGNER | JULY 2023 - DECEMBER 2023

- Worked as a generalist creating real-time 3D assets and motion-driven real-time assets for robotics clients, showcasing NVIDIA Omniverse capabilities

AOA - UNREAL ENGINE MOTION ARTIST | MAY 2023 - JUNE 2023

- Created cinematic animations showcasing Boom Aerospace's new subsonic plane for its debut at the Paris Air Show
- Created promotional videos for Boom's social media with 3D shots, custom transitions, and kinetic typography animation
- Developed shader systems and Blueprints

SUBNATION - MOTION DESIGNER | MARCH 2023 - APRIL 2023

- Created promotional motion graphics sequences for Puss in Boots, The Last Wish utilizing a hybrid of 2D/3D techniques

LOGAN - MOTION DESIGNER | OCTOBER 2022 - DECEMBER 2022

- Animated seven looping animations for Apple Music's holiday playlists

APPLE - MOTION DESIGNER | MAY 2022 - OCTOBER 2022

- Designed, constructed, and animated UI templates for Apple Fitness+ service
- Created animations for attract loop video displayed in the Apple Fitness booth at retail locations worldwide
- Focused on timing, transitions, and motion clarity to support product understanding

LOGAN - MOTION DESIGNER | DECEMBER 2021 - JANUARY 2022

- Created 3D signage for the first World Expo hosted in Dubai showcasing the city as a powerhouse in sustainability, manufacturing, and technological advancement

APPLE - MOTION DESIGNER | JULY 2021 - SEPTEMBER 2021

- Animated motion graphic sequences of Apple hardware and accessories for a product's debut at WWDC and in retail locations worldwide

WALT DISNEY COMPANY - MOTION DESIGNER | MAY 2021 - JUNE 2021

- Created 2D/3D motion graphics for videos showcased on Disney's fan YouTube channel D23

BIG BLOCK LA - 2D/3D MOTION DESIGN INTERN | SEPTEMBER 2020 - APRIL 2021

- Worked as a 3D generalist on six large commercial campaigns

EDUCATION

BACHELOR OF DIGITAL ARTS AND SCIENCES (Completed)
University of Florida, Digital Worlds Institute - Gainesville, FL

BACHELOR OF ANIMATION AND DIGITAL ARTS
University of Southern California, School of Cinematic Arts - Los Angeles, CA

SOFTWARE

- Unreal Engine 5
- Cinema 4D
- Autodesk Maya
- Redshift
- Reaflow C4D
- X-Particles
- Adobe Creative Suite (Ps, Ai, Ae, Pr, Au, Me)
- ZBrush
- Substance Painter
- Latest Gen. AI Tools
- NVIDIA Omniverse

SKILLS

- Interactive Experiences (Three.js, WebGL, React)
- Creative Coding (JavaScript, GLSL)
- Prototyping
- Performance Optimization
- Shader Development
- Lighting & Rendering
- Hard Surface Modeling
- Organic Sculpting
- UV Unwrapping
- Previsualization
- Projection Mapping
- Keyframe Animation
- Procedural MoGraph
- Cloth, Pyro, Particle, Fluid Simulations
- Compositing (AOVs)
- Art Direction
- Storyboarding
- Pitch Decks
- Painting

