ROBERT BUNTING

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PROFESSIONAL SUMMARY

Experienced Motion Designer delivering high-quality 2D and 3D animation, visual effects, and simulations for blue-chip and corporate clients. Known for meeting tight deadlines, solving complex technical challenges, and collaborating effectively to create impactful, business-driven visual content.

KEY SKILLS

- Motion Design & Animation (2D / 3D)
- Visual Storytelling for Finance & Corporate
- FX & Simulation (Liquids, Smoke, Fire)
- Workflow Optimization & Template Systems
- Cross-team Collaboration & Client Delivery

SOFTWARE PROFICIENCY

- **3D Software**: Cinema 4D, 3DS Max, Blender.
- **Render Engines**: Extensive experience with Octane, Redshift, Corona/Vray, and Cycles.
- **Simulation Tools**: RealFlow, Phoenix FD, X-Particles.
- **Adobe Creative Suite**: Premiere Pro, After Effects, Photoshop, and Trapcode Suite.
- **Productivity & Collaboration Tools:** ClickUp, Notion, Trello, Slack, FrameIO
- **AI Tools:** Midjourney, Adobe Firefly, ChatGPT, Dall-E, Kling AI

PROFESSIONAL EXPERIENCE

SENIOR MOTION DESIGNER

Publicis Canada (The Pub Productions) | Toronto, ON, Canada | March 2026 – Present

• Led motion design across social, digital, and OOH campaigns, transforming static assets into high-impact, performance-driven content.
• Delivered high-volume creative under tight deadlines, managing multiple concurrent projects in a fast-paced environment.
• Collaborated with creative directors and cross-functional teams to develop concepts and ensure high-quality execution.
• Applied strong animation principles, timing, and storytelling to elevate short-form video content.
• Built scalable After Effects templates and optimized workflows (including expressions) to improve efficiency and output.
• Managed asset delivery across multiple formats and platform specifications, ensuring consistency and accuracy at scale.

MOTION GRAPHICS & VIDEO PRODUCTION SPECIALIST

Optimize Financial Group | Toronto, ON, Canada | June 2025 – March 2026

• Introduced and implemented 3D motion projects using Blender—expanding the company's creative capabilities beyond traditional 2D content.
• Produced high-quality video content for financial services, ensuring consistent branding across web and social platforms.
• Created motion graphics (kinetic typography, transitions, infographics) to clearly communicate complex financial concepts.
• Helped launch an internal learning program by producing tutorial and training videos to support team upskilling.
• Built reusable templates and optimized workflows to improve efficiency and consistency.
• Collaborated on storyboards, visual direction, and campaign strategy; managed multiple projects in a fast-paced environment.

Tools: After Effects, Premiere Pro, Blender, Figma, Illustrator

MOTION DESIGNER

Freelance | Toronto, ON, Canada | April 2025 – June 2025

• Create dynamic motion design and animation projects for clients across Canada and the UK.
• Deliver content including social media ads, brand visuals, explainer videos, and 3D product animations.
• Use Cinema 4D and Redshift to develop high-quality 3D motion graphics and visual effects.
• Collaborate directly with clients and agencies from concept through to final delivery.
• Adapt to various brand guidelines and workflows, ensuring consistency and creative excellence.
• **Tools used:** After Effects, Premiere Pro, Illustrator, Photoshop, Cinema 4D, Redshift, Blender.

MOTION DESIGNER

Tracks and Layers | Manchester, United Kingdom | April 2024 – April 2025

• Successfully delivered a variety of 2D and 3D for TV and event projects, including high-profile clients such as the BBC and AstraZeneca.
• Spearheaded projects independently and in collaboration with teams, showcasing strong problem-solving abilities.
• Enhanced studio workflows with a calm and efficient approach, ensuring timely and high-quality deliverables.
• **Tools used:** After Effects, Premiere Pro, Illustrator, Photoshop, Cinema 4D, Redshift, Blender.

MOTION DESIGNER

Spark Engine | Manchester, United Kingdom | November 2020 – April 2024

• Created top-tier 2D and 3D animations for clients like Fujitsu, Tobii, and Emerson, utilizing Cinema 4D and Blender.
• Collaborated with clients and team members from pre-production to final delivery, ensuring satisfaction.
• Expanded skillset to include real-time and live-shoot projects, contributing to diverse creative outputs.
• **Tools used:** After Effects, Premiere Pro, Illustrator, Photoshop, Cinema 4D, Redshift, Blender.

DIGITAL FX ARTIST

Bloc Digital | Derby, United Kingdom | June 2017 – November 2020

• Led FX simulation work (liquids, fire, smoke), enabling the studio to expand project capabilities.
• Delivered 3D generalist work including lighting, rendering, and animation for blue-chip clients such as Rolls-Royce.
• Engaged in compositing and motion graphics, contributing to versatile multimedia outputs.

• **Tools used:** After Effects, Premiere Pro, 3DSMax, PheonixFD, Realflow, Corona Renderer, Vray Renderer

EDUCATION

BA (Hons) Visual Effects and Post-Production | University of Derby | Sept 2014 – May 2017

• Graduated with First-Class Honours (**GPA 3.7+** equivalent).

• Served as course representative for three years, providing feedback to improve curriculum design.

World Education Services (WES) – Credential Evaluation

Canadian equivalency: Bachelor's degree (four years) in Visual Effects and Post-Production
Reference #: 6213433IMM – Completed [October, 2023]