
Nathan Arnold

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Senior Motion Designer

Accomplished Senior Motion Designer with extensive experience creating high-impact visual content across broadcast, medical animation, interactive media, and immersive environments. Expert in developing sophisticated visual frameworks, optimizing creative workflows, and integrating advanced techniques to produce complex, technically precise sequences. Proven success leading multidisciplinary projects, coordinating production pipelines, and delivering results that meet demanding creative and regulatory requirements. Recognized for contributions to Emmy-winning productions and major corporate campaigns, leveraging innovative approaches to elevate storytelling and visual clarity.

Key Skills: Digital Video Production | 2D/3D Motion Design | 3D Modeling & 3D Animation | Visual Effects & Motion Graphics | Cinematic Timing & Pacing | Creative Direction & Conceptualization | Editing & Finishing Techniques | Brand Identity Application | Quality Assurance & Consistency | Collaborative Problem-Solving

Awards & Contributions

Emmy Award–Winning Team Member, Danger & Eggs (Amazon Prime), 2017
Contributor, Minneapolis 48-Hour Film Festival - Three Years Running
Winner, Best End Credits - Z-Fest, 2015
Winner, DSE Creative Merit, 2008
Winner, DSE Best in Show, 2006 & 2007

Professional Experience

Remote Senior Creative Media Design Specialist - Motion Graphics | Medtronic | Aug. 2021 - Present

- Direct end-to-end 2D and 3D motion development across digital, social, and presentation channels, elevating campaign storytelling through advanced animation, timing, and narrative design.
- Engineer motion systems aligning brand identity, typography, color, and visual standards, producing consistent, high-fidelity animations across regulated product, clinical, and marketing environments.
- Shape creative concepts by translating briefs into motion strategies, storyboards, and final animations, strengthening clarity, engagement, and cross-channel campaign cohesion.
- Orchestrate multi-project animation workflows by scoping effort, sequencing production, and optimizing tools, accelerating delivery while maintaining quality, consistency, and brand compliance.
- Guide cross-functional partners and external agencies on motion principles, reviewing 2D and 3D assets and enforcing visual rigor, improving reliability and alignment across final animation deliverables.
- Transformed Medtronic quarterly earnings presentations through dynamic intro animations and asset support, driving executive credibility and clear investor communication.
- Delivered an unbid 5-second compositing shot internally, achieving high-quality production and saving \$6K versus outsourced alternatives.
- Created a visually striking intro for an internal Medtronic social show, driving employee engagement and increasing audience interest in interviews with accomplished colleagues.

Remote Digital Animation Specialist | Bolton & Menk | Feb. 2020 - Jun. 2021

- Captured site conditions using drones and field measurements, generating precise spatial inputs and raising accuracy across proposed roadway, roundabout, and water-filtration visualizations.
- Integrated 3D infrastructure concepts into filmed environments using tracked data, producing clear scenario representations and reinforcing alignment during community planning evaluations.
- Developed a comprehensive 3D highway animation demonstrating lane operations and traffic flow, amplifying public comprehension of E-Z-Pass usage for millions of residents.
- Composited a 3D visualization onto live footage of a township water treatment facility, securing community approval for upgrades and advancing local water filtration improvements.

Contract Animator | Fuse Animation | Nov. 2019 - Jan. 2020

- Rigged and textured a stylized corn character for farm-road sequences, establishing animation-ready assets and maintaining consistent deformation across production shots.
- Assembled character and environment elements in Redshift, constructing large-scale cornfield scenes and preserving visual cohesion across complex multi-layered composition.
- Generated optimized proxy environments for cloud-based rendering, reducing output times across expansive scenes and stabilizing performance within the Amazon render-farm pipeline.

Contract Animator | Meditech Communications | Feb. 2019 - Nov. 2019

- Produced logo animations for medical-industry campaigns, shaping clear visual communication across patient-education, clinician-training, and marketing materials.
- Animated internal medical-device mechanisms using pre-built rigs and composited elements into a cohesive explainer sequence, broadening procedural understanding for clinical and non-clinical audiences.

Contract Generalist/VFX/Motion Graphics Artist | Best Buy | Apr. 2018 - Nov. 2019

- Executed motion-graphics, modeling, rigging, texturing, and 3D-animation workflows for social campaigns, issuing short-form visuals, advancing platform pull across rapid-scroll environments.
- Applied 3D-tracking and compositing pipelines on live-action footage, forming integrated mixed-media sequences, sharpening message delivery across high-volume digital channels.

Animatic Editor | Amazon/Puny | May 2016 - Nov. 2016

- Contributed to the Daytime Emmy award-winning team behind *Danger & Eggs*, a series available on Amazon Prime, supporting animatic development across episodic production.
- Compiled board-artist designs into animatic sequences, adjusting timing, cutting in sound effects, creating tension, adding pauses, and structuring story flow into a smooth, natural narrative.
- Performed live edit sessions with the show creators and art directors from *Rocko's Modern Life*, refining pacing and emotional beats directly in-room during collaborative review cycles.
- Delivered full animatic edits to Amazon executives for approval, securing green-light decisions before packaging final sequences for external production.
- Prepared and transmitted approved animatic packages to Korea-based 2D animation teams, ensuring accurate downstream execution of timing, performance, and story intent.

Additional Experience

Modeler/Composer | Ghost Productions

Composer | Puny

Motion Designer/Lead 3D Generalist | Dream World Studios

Education & Professional Development

Bachelor's in Visual Effects and Motion Graphics | Art Institute International of Minnesota

Technical Skills

Software/Platforms: After Effects | Autodesk Maya | Photoshop | Cinema 4D | Illustrator | Autodesk 3Ds Max | Premiere | ZBrush | Storyboard Pro | SynthEyes | RealFlow | Redshift | Unity | Substance Suit | Miro

Production/Technical Processes: Rotoscoping | Compositing | 3D Tracking | Dynamic Simulations | Rigging | Storyboarding | 3D Modeling | Keying | Rig Removal | Texture Creation | Lighting | On-Set Direction | AI-Assisted Concepting & Generative Fill