Stephen Boyle

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About Me

I am a seasoned motion designer with extensive experience creating visually compelling content, designing motion standards, and coding toolkits for large global brands such as Apple, Google, Instagram, WhatsApp, Amazon, Airbnb, Samsung, Supercell, and others. My expertise spans from conceptualizing and executing designs and automation pipelines to enhancing user engagement and brand visibility across broadcast, interactive, and various social media platforms.

Areas of Expertise

Motion Graphics, Design, 3D, Lighting, Color, Editing, Compositing, Illustration, Branding, Scripting, AI, Automation, Web Development, Systems Administration

Software Proficiency

After Effects, Cinema 4D, Houdini, Blender, Maya, Nuke, ZBrush, DaVinci Resolve, Premier, Adobe Creative Suite, Logic, Deadline, Figma, Sketch, Unity, Claude Code, OpenSpec, n8n, MacOS, Linux, BSD, JS, Python, Bash, Fish

Work Experience

Motion Graphics Designer Dec 2024 - Dec 2025

Apple - Los Angeles, CA

· Created motion studies and defined visual guidelines for various Apple products

· Built toolkits and defined expressions for consistent implementation of defined animations

Motion Graphics Designer Sep 2018 - Nov 2024

Logan - Los Angeles, CA

· Worked on large marketing campaigns for a veritable who's who of major tech companies

· Created toolkits and designed localization templates for regional client implementation

Motion Graphics Designer Aug 2015 - Sep 2018

Eyestorm - Los Angeles, CA

· Designed and implemented motion graphics content for popular Supercell properties, including Clash of Clans, Clash Royal, and Brawl Stars

· Created localization and formatting pipelines for multiple social media outlets and regions

Motion Graphics Designer Jun 2014 - Aug 2015

Transvideo - Mountain View, CA

· Worked on motion graphics and 3D used in online marketing campaigns for various Silicon Valley clients, including Google and Facebook

· Built toolkits and defined expressions for consistent implementation of defined animations

3D Generalist Oct 2011 - Jun 2014

The Studio - New York, NY

· Created 3D assets and animations for use in broadcast and online marketing campaigns

· Handled various disciplines, including modeling, texturing, lighting, shading, and animation

3D Generalist Sep 2009 - Oct 2011

CVLT - New York, NY

· Made various motion graphics and 3D content for broadcast and online marketing use

· Built toolkits and defined expressions for consistent implementation of defined animations