

AISULU SADIBEKOVA

Motion & Graphic Designer

Los Angeles, CA (Open to relocation) • aisulusa1@gmail.com • <https://www.aisuludesigns.com/>

EDUCATION

Otis College of Art and Design, Los Angeles, CA

BFA Animation — Emphasis in Motion Graphics

Academic Excellence Award in Animation, Class of 2026

Dean's List — Fall 2022-2026

GPA: 3.8

May 2026

SKILLS:

Design: Motion Graphics, 2D & 3D Animation, Graphic Design, AI-Assisted Workflow, Typography, Campaign Design, Social Media Content Design, Poster & Print Design, Video Editing, 3D Modeling, 3D Lighting & Rendering,
Software: Adobe Photoshop, Illustrator, InDesign, After Effects, Premiere Pro, Figma, Cinema 4D, AI Tools (MidJourney, Runway, Nano Banana, etc.)

WORK EXPERIENCE

Adobe Inc

Los Angeles, CA

Motion Designer (Contract)

Oct – Nov 2025

- Produced a motion graphics video ad for Adobe's Premiere Pro iOS launch — concepting and delivering the full piece independently from ideation through final cut
- Created a hybrid 3D/2D campaign asset in Maya and After Effects, integrating AI-generated footage to demonstrate product features

Tolken

Los Angeles, CA

Motion Designer (Contract)

Feb 2026

- Designed brand-aligned graphics and data visualizations in Illustrator for a fintech investor pitch deck, translating complex concepts into clear visual communications
- Animated the assets in After Effects and delivered in 4 days, collaborating directly with the co-founder and marketing lead — deck was used in a successful investor funding presentation

Atelier Wen

Remote (Singapore HQ)

Motion & Graphic Design Intern

Jan – Feb 2024

- Designed and animated 10 social media and web assets using Photoshop, Illustrator, and After Effects for a Lunar New Year campaign maintaining brand consistency across all formats
- Collaborated proactively with an international team across a 16-hour time difference, adapting to feedback quickly and delivering all assets on schedule

Cozy Chessu / All in Tactics

Los Angeles, CA

Motion Designer (Contract)

Dec – Mar 2026

- Animated a cutscene sequence across 4 scenes and 6 shots for a commercial game title in development using After Effects
 - Executed 2D keyframe animation from storyboard through final delivery, collaborating with concept artists and producers to align with established art direction
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RELEVANT PROJECTS

Nothing Earbuds Ad Campaign

Aug– Oct 2025

- Led concept through delivery on a multi-platform product launch campaign — motion, print, and digital
- Created motion graphics, typography animation, and 3D product visuals in After Effects and Maya Autodesk
- Designed posters in Photoshop, OOH mockups, and digital assets — presented at Otis board meetings and showcased at Mattel Inc.

HUGE Inc.

Los Angeles, CA

MAKE.EXE AI Design Competitor

Oct 2025

- Concepted and produced advertising designs under 45-minute deadlines at a competitive AI design event hosted by HUGE agency
- Collaborated with industry designers on campaigns for Behr Paint and the LA 2028 Olympics, rapidly iterating concepts under real client briefs