

AISULU SADIBEKOVA

Visual & Motion Designer

Los Angeles, CA • aisulusa1@gmail.com • <https://www.aisuludesigns.com/> • www.linkedin.com/in/aisulu-sadi

SKILLS:

Design: Motion Design, Brand & Visual Systems, Kinetic Typography, Art Direction, Graphic Design, 2D & 3D Animation, UX/UI Design, Campaign Design, Video Editing, AI-Assisted Workflows

Software: After Effects, Cinema 4D, Photoshop, Illustrator, Figma, Premiere Pro, Autodesk Maya, Krea AI, Runway, Nano Banana, HunyuanAI, ComfyUI

WORK EXPERIENCE

Huge Inc

Los Angeles, CA

Motion Design Intern

July-Aug 2026

- Developed the visual identity for a creative event, designing the logo, iconography system, stickers, and campaign graphics, across digital and experiential applications
- Animated the event's motion system in After Effects, including logo loops, kinetic typography, transitions, and promotional motion graphics for advertising and large-scale screens
- Designed UI mockups and on-screen graphics in Figma for the event's livestream experience, developing visual concepts through final execution
- Collaborated with art directors, motion design lead, and UX design lead in a fast-paced agency environment, proactively iterating on design and motion based on creative feedback

Adobe Inc

Los Angeles, CA

Motion Designer (Contract)

Oct – Nov 2025

- Concepted, designed, and animated a motion graphics advertisement for the Adobe Premiere iOS launch, leading the project from creative development through final delivery
- Combined 3D and 2D motion design with AI-assisted workflows to showcase product features within Adobe's visual identity

Tolken

Los Angeles, CA

Motion Designer (Contract)

Feb 2026

- Designed brand-aligned graphics, layouts, and data visualizations for a fintech investor pitch deck, translating complex concepts into a cohesive visual narrative
- Designed and animated the presentation within a four-day turnaround, collaborating directly with the co-founder and marketing lead; the deck was used in a successful investor funding presentation

Cozy Chessu / All in Tactics

Los Angeles, CA

Motion Designer (Contract)

Dec 2025 – Mar 2026

- Animated a six-shot cutscene sequence across four scenes for a commercial game title in development, creating 2D animation from storyboard through final delivery
 - Collaborated with concept artists and producers to translate storyboards into finished animation while maintaining the game's established visual direction
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RELEVANT PROJECTS

Nothing Earbuds – Spec Campaign

Aug – Oct 2025

- Concepted and independently executed a complete visual campaign system for Nothing Earbuds, establishing the art direction and translating it across motion, 3D product visuals, typography, social media, and out-of-home
 - Designed and animated the campaign across 2D and 3D workflows, combining motion graphics, kinetic typography, product animation, and AI-generated talent imagery into a cohesive brand experience
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EDUCATION

Otis College of Art and Design, Los Angeles, CA

GPA: 3.8

BFA Animation — Emphasis in Motion Graphics

May 2026

Academic Excellence Award in Animation, Class of 2026

Dean's List Fall 2022 – Spring 2026