



MICHAEL BRANNIES

Animation • Video • Design



PROFESSIONAL SUMMARY

Motion Graphics Designer with 8+ years of experience creating high-quality 2D and 3D animation for broadcast, digital, and social platforms. Strong foundation in animation principles, typography, and visual storytelling, with a proven ability to deliver polished work under tight deadlines.



PROFESSIONAL EXPERIENCE

Sinclair Broadcast Group - Broadcast Designer

02/2023 - Current

- Develop designs, layouts, and motion graphics within the company style guide as well as client specifications
- Create show opens, news package elements, and animated elements used across 180+ television stations nationwide.
- Collaborate closely with art directors, producers, and other designers to interpret creative briefs and deliver assets within deadlines.
- Produce motion graphics, typography-driven animations, and edited video content for short- and long-form productions.

MXT Media - Video Editor / Graphic Artist

02/2020 - 06/2023

- Edited video and created graphics for multiple YouTube channels.
- Designed graphic templates and animations for social media platforms.
- Edited audio for radio advertising campaigns and digital media.

WCSC-TV Live 5 News - Motion Graphic Artist

03/2017 - 02/2023

- Led creation of graphic design, motion graphics, and video from concept through final delivery for on-air, digital, and promotional content.
- Partnered with producers and reporters to develop graphics that enhanced storytelling for live broadcasts and online platforms.
- Created 2D and 3D motion graphics for opens, segments, commercials, and marketing campaigns.
- Worked with creative team to design promotional materials for on-air, web, print, and social media.

Radioactive Productions - Animator / Video Editor / Graphic Artist

01/2013 - 03/2017

- Produced animations, motion graphics, and video content for a wide range of commercial and educational clients.
- Developed a fast-paced editing style for branded and promotional media.
- Designed environments and assets for 2D and 3D animation projects.
- Collaborated directly with clients to execute creative concepts and deliver polished final products.



CONTACT

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michaelbrannies.com



CORE SKILLS

- Motion Graphics, 2D & 3D Animation
- Visual Storytelling & Design Fundamentals
- Typography, Color, Layout & Composition
- Kinetic Typography & Branding
- Broadcast & Digital Graphics
- Social Media & Multi-Platform Adaptation
- Video Editing & Basic Sound Design
- Time Management & Fast Turnarounds
- Cross-Functional Collaboration



TECHNICAL PROFICIENCIES

Animation & Design:

Adobe After Effects, Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe Animate

Video & Audio:

Adobe Premiere Pro, Adobe Audition

3D:

Cinema 4D, Blender, Autodesk Maya

Other:

Microsoft Office



EDUCATION

06/2013

The Art Institute of Las Vegas

B.S. Degree: Media Arts & Animation

GPA: 3.8 GPA (Dean's Honor Roll)