

James Merry

Motion Graphics Artist & Animator

Experienced in delivering motion graphics, animation, and illustration for global brands and cultural organisations across immersive, digital, interactive, and broadcast contexts.



Motion Graphics

After Effects
Adobe Creative Suite
Trapcode
LottieFiles



3D

Cinema 4D
Redshift
Blender



AI

Runway
Midjourney
Firefly
Comfy UI



Soft Skills

Collaboration, communication,
creative ideation, deck presentations,
time-management, leadership,
project planning, knowledge-share

Experience

2007 – 2026 | Senior Motion Graphics Artist | Journey / Squintopera

Delivered motion design and animation for immersive, digital, and interactive experiences, with work shaped by brand systems, typography, layout, and visual hierarchy.

Managed multiple creative projects from concept through presentation, production, and delivery, while communicating decisions to stakeholders and providing day-to-day leadership and mentoring.

Worked across After Effects / Adobe Creative Suite, Cinema 4D+Redshift, and Figma, with ongoing experimentation and implementation of AI tools in motion graphics workflows.

2001 – 2007 | Motion Graphics Artist and Animator | Freelance

Delivered motion graphics and animation for television series, commercials, music promos, and a BA aeroplane safety video, showing range across broadcast and commercial work.

Education

- Creative Leadership Short Course, University of the Arts London
- MA RCA Animation, Royal College of Art
- BA (Hons) Animation, Surrey Institute of Art and Design



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