

# James Merry

## Motion Graphics Artist

Over the course of my career, I've worked with a wide range of leading global brands and organisations, including The British Museum, Osaka World Expo 2025, Okido, Channel 4 and the BBC, delivering work across motion graphics, animation, immersive, digital products and illustration.

### Tools Used:

Adobe Creative Suite, Cinema 4D / Blender, Figma, LottieFiles



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## Work

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

Created motion design, animation and visual content for a wide range of immersive, digital and interactive experiences. Working with brand systems, typography, layout, visual hierarchy, film and photography.

Delivered work for large- and small-scale installations, image projections, and interactive applications, often considering how motion and imagery work within physical spaces and respond to audience interaction.

Managed multiple creative projects from concept to delivery, ensuring quality, efficiency and continuous improvement, communicating decisions to stakeholders, and providing day-to-day leadership and mentoring.

Expertise in multiple tools including Adobe Creative Suite, Cinema 4d, Blender and Figma.

### 2001 – 2007 | Motion Graphics Artist and Animator | Freelance

Worked for a variety of clients across a wide range of jobs, from television series (inc. Monkey Dust, See Hear), commercials (inc. Observer/Guardian “From Abba to Zappa”), music promos (inc. Badly Drawn Boy, Mint Royale) and even an aeroplane safety video for BA.

## Awards

- 2011** Clin d'Oeil Festival, Best Special Effects for “Hands Solo”
- 2003** Channel 4 / Mesh scheme for “Trip to Yatkumchatka”
- 1998** Royal Television Society, Southern Centre – Student Animation Award

## Education

- 2025** Creative Leadership Short Course, University of the Arts London
- 2025** British Sign Language, Level 2
- 2001** MA RCA Animation, Royal College of Art
- 1997** BA(Hons) Animation, Surrey Institute of Art and Design