

# CURRICULUM VITAE

# SIMON EDL

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## Skill Summary

### Soft Skills

Hard-working and highly motivated creative professional with a neverending desire to grow and learn.

Communicative and adaptable team player who also excels working independently.

Native German speaker with excellent English proficiency and strong cross-cultural communication skills.

Experienced in both studio and freelance settings, with expertise in 3D, graphic and motion design.

Graduate of two full-time design programs, skilled in meeting tight deadlines and delivering high-quality creative work across diverse media.

### Technical Skills

Adobe Suite (including After Effects)

Blender

Cinema 4D

Flow Production Tracking

Unreal Engine 5

Nuke

Houdini

Ableton Live

Advanced

Intermediate

Intermediate

Intermediate

Beginner

Beginner

Beginner

Advanced

## Work Experience

### Motion Design Generalist

*Ingenuity Studios*

Dec. 2025 – May. 2026

*Vancouver, BC, Canada*

Leadership and management of motion design projects including client communication, pitch deck creation, supervision and delegation of artists, and quality control.

Production of high-quality 2D and 3D motion graphics for TV and film productions including sound design, tracking and compositing.

Daily use of Flow Production Tracking for asset sharing and communication across departments and producers.

### Freelance Designer

*Spotify, The Ringer, Skull Closet, Insomniac Events, Ingenuity Studios, Create Music Group, various Music Industry Professionals*

Oct. 2021 – ongoing

*International*

Application of strong communication and client relation skills while collaborating with international clients in English.

Creation of high-quality assets in diverse media and styles, fusing creativity with efficiency to ensure timely, yet polished results.

Independent management of projects, including handling invoices and taxation for freelance work.

### Motion Design Generalist

*Ingenuity Studios*

Apr. 2025 – May 2025

*Los Angeles, USA (Remote)*

Produced daily high-quality motion graphic assets for TV and film productions, using flow production tracking for asset sharing and communication.

### Motion Design Intern

*Ingenuity Studios*

Apr. 2022 - Jul. 2022

*Los Angeles, USA*

Produced high-quality 2D and 3D motion graphics and animations for TV, film, and music industry projects.

Produced real-time 3D concepts.

Sound design for client projects and concept pieces.

## Education

### Master of Arts

*Communication, Media, Sound and Interaction Design*

September 2022 – February 2025

*University of Applied Sciences  
FH JOANNEUM Graz*

### Bachelor of Arts

*Information Design*

September 2019 – July 2022

*University of Applied Sciences  
FH JOANNEUM Graz*

### High School Diploma

*Creative Branch*

September 2013 – July 2017

*Federal High School  
Klusemannstraße*