

SCOTT PORTERFIELD

2D Animator

spinmotiondesign.com

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206.518.1804

Experienced Freelance Motion Designer with a demonstrated history of working in the computer software industry. Skilled in UX Motion, 2D Animation, Traditional Animation, Web Games, and User Interface Design.

Tools: Adobe Suite, Unity, Spine, Figma, Lottie

Senior 2D Animator | Bebopbee | March 2024 – July 2026

- Exclusive 2D FX and object animator for match-3 mobile game
- Collaborated closely with the art and design teams to ensure seamless integration of 2D object animations and FX into the overall game design.
- Demonstrated proficiency in utilizing industry-standard animation tools and software to create high-quality 2D object and FX's, maintaining a keen focus on game personality, movement fluidity, and responsiveness to player input.
- Exclusive SFX designer for match-3 board gameplay.

Senior 2D Animator | PlayQ | Sept 2022 – Sept 2023

- Exclusive 2D FX and object animator for match-3 mobile game
- Collaborated closely with the art and design teams to ensure seamless integration of 2D object animations and FX into the overall game design.

UX Motion Designer | Microsoft | Mar 2017 – July 2022

- UX Motion and Design – Bing Team, Edge Team, UI interaction design for features within Bing and Edge applications.
- Ensured that animations aligned with design specifications and contributed to a cohesive Microsoft brand experience.
- Collaborated cross-functionally with engineers and the marketing team to ensure seamless integration of motion designs into the final product, maintaining a balance between aesthetics and technical feasibility.

Motion Designer | Amazon | April 2016 – Jan 2017

- Motion and Design – D1 creative group
- Contracted on D1 Creative team creating customer targeted explainer videos for Amazon Products including Kindle, Alexa and Fire Stick.
- Produced high-quality animations that adhered to Amazon's brand guidelines, ensuring a consistent and polished visual identity across all explainer videos.

Senior Animator | PopCap Games | Jan 2015 – Jan 2016

- Animation, concept sketches for Plants vs. Zombies 2
- Game design
- Collaboration with small engineering art and design team.

Senior Animator | Smashing Ideas | Sep 2007 – Sep 2014

- 2D Game Design, Illustration, animation, mobile game design and animation
- Created 2D games illustration and animation for web and mobile