

SCOTT PORTERFIELD
MOTION DESIGNER

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.
- Adhered to company standards of optimizing animation workflows, time-saving techniques, and adopting best practices to increase overall efficiency in the production pipeline.
- 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.
- Actively participated in the development of new gameplay features by providing creative direction and solutions for incorporating 2D animations.
- 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.

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.
- Collaborated closely with the design team on both Bing and Edge for approximately 4 years.
- Ensured that animations aligned with design specifications and contributed to a cohesive Microsoft brand experience.
- Main duties included creating UX demos to mimic user interactions. These demos were to help understand the rhythm connected to designing the interactive elements and behaviors within the interface. This includes defining how users navigate through the product, the flow of information, transitions, animations, micro-interactions, and responsive design for various features within the mobile and web browsers.
- Collaborated cross-functionally with engineers to ensure seamless integration of motion designs into the final product, maintaining a balance between aesthetics and technical feasibility.

- Collaborated with marketing teams to create promotional materials and videos showcasing the user-centric and visually appealing features of Bing and Edge applications.

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.
Explainer videos for customer serviced videos featuring UI interaction instructions
- Produced high-quality animations that adhered to Amazon's brand guidelines, ensuring a consistent and polished visual identity across all explainer videos.
- Stayed informed about the latest advancements in motion design and technology, integrating cutting-edge techniques to keep Amazon's video content at the forefront of industry standards.

Contract Sr. Animator | PopCap Games | Jan 2015 – Jan 2016

- “Plants vs. Zombies 2” title, Animation/Illustration/Concept work
- Duties included character concepts, character and effects animation and collaborating on game design for Plants vs. Zombies 2.

Contract Animator | Z2 Live | Sep 2014 – Nov 2014

- Animator for Battle Nations title

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

E D U C A T I O N

Central Washington University | BA

Bachelor of Arts with a focus in Graphic Design