

andrew scott lingrell

design & motion & print

Dedicated to motion graphics and graphic design, with a passion for the media production industry. 5+ years of experience with making graphics and brands come to life through motion. Confident with effective pacing and type layout. Committed to constant improvement and impacting team and brand success.

Education

Georgia State University, BFA, Graphic Design

Skills

Adobe Creative Suite: Illustrator, InDesign, AfterEffects, Photoshop, and PremierePro

Motion and static graphics for web and print

Video production, directing/assembly/editing

Experienced with quick turnarounds, long hours, and diverse collaborative environments

Experience

Motion Graphics & Digital Brand Designer - Corporate Marketing & Brand Experience

Warner Bros. Discovery

February 2022 - November 2022

Work with project managers, creative directors, senior graphic designers and other team members to create and update graphics from many different projects to make sure each one follows established style guides yet still tells a unique story. Gather and prepare materials needed for the design process including editing images, logos, and animations, as well as adapting older work files for a new purpose that fits the clients purpose and projected message.

Motion Graphics & Digital Brand Designer - Corporate Marketing and Brand

Experience

Warner Bros. Discovery

June 2021 - February 2022

I worked as freelance designer with job description from above job, was hired on full time in february 2022. Under stressful production conditions, I was able to meet deadlines with creativity, organizational skills, maturity, and the ability to handle pressure.

My passion for working in a diverse, collaborative environment encourages me to train and assist other designers in various areas and is what led me to persuing a full time position with the department.

Motion Graphics & Print Designer - University Communications and Marketing

University of West Georgia

January 2020 - February 2022 (Continued as freelance until March 2023)

Create dynamic graphic elements using motion design to support recruitment, athletics, and events. Major duties include creating and editing video elements such as: head-shots, corporate sponsor loops, info-graphics, gifs, intro-videos, in-game promotions, academic announcements, and live university wide events. Additioanlly, I supervised student assistants and interns in content creation, editing, and production.

Graphics Technician - Pub & Print

University of West Georgia

February 2019 - January 2020

Prepae files for offset, digital, duplex, and large format printing; design and print wall art, banners, and signs; collaborating with the university's communication and marketing design team, other university and private clients as well as Pub & Print's in house departments such as duplicating and offset press areas, to produce professional print and publication work.