

Sophie Sifei Miao

Motion Designer
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Design&Motion
Visual Storytelling
Branding
2D/3D Animation
Collaboration

Motion Designer with a strengths in visual storytelling design, branding, and motion.
Computer science background supporting tech driven creativity and interdisciplinary collaboration.

Skilled in Adobe Creative Suite, Calvary, Cinema 4D, Blender, UI/UX motion, and design systems,
with expertise in keyframe animation and 2D/3D integration.

Collaborative and adaptable, consistently delivering polished results under tight deadlines.

Freelance Motion Designer

Jun2025- Present

Canva — Motion Design

- Designed motion graphics and typographic animation for Canva's China market introduction video, supporting localized brand storytelling.
- Collaborated with cross-functional teams to align regional motion style with global brand guidelines.

WorkTrail AI — Motion Design

- Produced a launch video featuring dynamic typography and clean motion transitions to showcase AI product features.
- Built a flexible motion template system for scalable content updates and efficient asset replacement.

Number_i — Social Media Promotional Video

- Produced a high-energy social media promotional video for Number_i's single "U.M.A." as part of the AYR campaign, delivering the final piece within a 3-day turnaround under a tight deadline.
- Designed and animated dynamic typography and fast-paced editorial motion to create highly engaging, social-first content.

BeautyRoo — Motion Branding & Typography

- Created full brand motion assets including logo animation, product visuals, UI motion, and typographic systems, delivering a complete brand introduction & sales video under a tight deadline.
- Designed and collaborated with designers on styleframes for branded sale videos and promotional content

Weibo Creator — Motion Design & Illustration

2020-2023

- Produced illustration-driven motion content (icons, characters, stickers) for major Weibo creator accounts.

Work Experience

Education

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|------------------------------------|---|
| School of Visual Arts, NewYork, NY | The Ohio State University, Columbus, OH |
| MFA: Computer Arts, May2025 | BFA: Art & Technology, 2018-2023 |

Skills

Software: After Effects, Illustrator, Photoshop, InDesign, Cavalry, Figma, Cinema 4D(Redshift,Octane), Blender

Soft Skills: Collaboration, Problem-Solving, Communication, Programming(Javascript, C++)

Languages: English, Japanese, Mandarin