

ELIJAH PRESTON

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SKILLS & TECHNOLOGIES

2D Motion Graphics

- *After Effects*: 2D animated explainers, VFX (motion tracking, screen/logo replacement)
- *Premiere Pro*: Editing animated videos with VO, music and SFX
- *Rive*: Interactive web animations, embedding on websites

3D Animation

- *Unreal Engine 5*: Product animation, architectural visualization
- *Blender, 3ds Max, Cinema 4D*: Hard-surface modeling, lighting, rendering, animation
- *Substance Painter*: PBR texturing

WORK EXPERIENCE

JUNE 2022 - JUNE 2025

Kyro Digital - Motion Designer

- Animated 2D explainer videos from provided storyboards
- Executed VFX tasks for live-action ads (tracking, screen/logo replacement)
- Produced photorealistic 3D visualizations in Blender and Unreal Engine
- Modeled and rendered hard-surface products
- Built interactive web assets with Rive

KEY PROJECTS

APRIL 2025 - JUNE 2025

Irvine Company - Project Lead and 3D Artist, [AltonHQ](#)

- 3D presentation of architectural upgrades, shown during on-site tours.
- Built all exterior scenes in Unreal Engine.
- Camera-tracked drone footage using Blender and composited CG architecture in After Effects.
- Facilitated workflows and provided direction for other artists.

MARCH 2024 - APRIL 2024

Blockpass - 2D Animator, [A Safer Web3](#)

- 60-second 2D explainer for a cybersecurity platform.
- Created initial moodboard and provided visual direction for storyboard artist.
- Animated in After Effects.

DECEMBER 2022 - JANUARY 2023

Kyro Digital - 3D Artist, [Dunlop Spec Ad](#)

- 15-second 3D spec ad for Dunlop's SX300 racket.
- Modeled the racket in 3ds Max and textured in Substance Painter.
- Animated in 3ds Max and rendered with Redshift.
- Composited and added SFX in After Effects.

CERTIFICATIONS

MARCH 2023

Animation Bootcamp - School of Motion

[View Credential](#)