

CHRIS NAGLIK

chrisnaglik.com
naglikchris@gmail.com
248-701-3633

EXPERIENCE

Freelance - Director, Motion Designer, GFX/VFX Generalist

Clients include - GM, Ford, Audi, Maserati, Honda, Subaru, ROXOR, StockX, Sony, The Verge, Subway, UCSF Health, Cleveland Clinic, Blue Cross, State Farm and various independent film productions.

2022 - present. Los Angeles, CA

Hudson Edit - Motion Design Director

Directed design and motion graphics. In this role, I advised project bidding and managed client expectations. I worked directly with clients and team members for the duration of projects; creating art, refining ideas and managing efforts until final delivery to the client.

2018 - 2021. Detroit, MI

Lunar North - Senior Motion Designer

Completed projects for a diverse array of clients - Sony, The Verge, Audi, 5-Hour Energy, as well as others. The work for these projects often required team workflows, technical approaches and aesthetic goals that were wildly unique to each project. My work ranged from helming a specific role as part of a larger team, to completing projects in their entirety in a solo capacity. Over the course of these projects I expanded my technical wheelhouse to include - working with render engines Octane and Redshift, animating and optimizing VR assets for Unity, and implementing simulations into my design and animation workflows with TurbulenceFD and Houdini.

2016 - 2018. Detroit, MI

Gentlemen - Motion Designer

Worked closely with team members, often video editors, to design, animate and provide assets as necessary for the completion of projects. I began implementing more 3D designs and animations using Cinema4D. Clients included GM, Ford and Subway.

2015 - 2016. Detroit, MI

Pluto - Motion Design Intern

In this position I was tasked with and delivered my first client work as a motion graphics lead. This was a motion graphics package for a Toshiba live event. Noteworthy among my contributions at Pluto was design work on 'The Van,' a project that earned the 2015 D Show award for Best Cinema Non Broadcast.

2015. Detroit, MI

Mindfield - Motion Design Intern

Gained experience working within a post-production team. My roles included - designing stills for pitch-decks, storyboarding projects, and animating as part of a larger team. One notable project was a permanent installation at the Detroit Institute of the Arts.

2014 - 2015. Detroit, MI

SKILLS

Adobe Creative Suite
Cinema 4d
SideFx Houdini
Touch Designer
Substance3d
Red Giant
Redshift
Octane

EDUCATION

BA Studio Art, Oakland University, 2013

Specialization in New Media Art
Minor in Graphic Design