

Ryan DeCarlo

Creative Director | Motion Director | Hybrid 2D/3D | AI-Integrated Production
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15+ Years Experience | **Fortune 100 Brands** | **20+ Industry Awards** | **AI-Integrated Pipeline**

SUMMARY

I shape how brands move. I've spent 15 years in motion design, pioneering "cinematic scrolling," a UX technique now built into nearly every modern web design platform, through Motorola's MotoMaker with Digitas NY. One Show Award winner. Since then, I've led motion for Apple (Pay, Card, and Music), Google, Nike, Disney, the NFL, Snapchat, ESPN, Cisco, and Dodge. Work spans four Super Bowl campaigns with J.Lo and Keanu Reeves, global keynotes across the US, Japan, and Germany, film title sequences, broadcast branding, and motion design systems.

I work at the overlap of concept and craft. I can set the vision, lead the team, and jump into editing, 3D, or 2D when the shot needs it. What drives me most isn't any one craft, it's being in the process. Evolving the story from first idea to final frame, and making sure every motion and editorial decision has a real reason behind it. I've been rebuilding my production pipeline around AI, not experimenting with it, but rethinking how the work gets made.

CAREER HIGHLIGHTS

- **Helped pioneer "cinematic scrolling," MotoMaker.com (Digitas NY / Motorola) - One Show Award Winner**
- **Designed and animated for Super Bowl campaigns (x4), including spots with J.Lo and Keanu Reeves**
- **Led live event motion design for global keynotes across the US, Japan, and Germany**
- **Best Director, Experimental - Los Angeles Cinema Film Festival 2018 (film: Pegasus)**
- **Led motion for Apple Pay, Apple Cash, Apple Music, Snapchat, Dodge, Cisco, Hyundai and Genesis**
- **20+ industry awards including Webby, One Show, DotComm Platinum, Hermes Platinum, Golden Trailer**

CORE COMPETENCIES

Direction & Leadership: Creative Direction, Art Direction, Team Leadership (15+ designers), Creative Brief Development, Concepting, Styleframes, Look Development, Mentorship, Stakeholder Communication

Motion & Production: 2D/3D Animation, Brand Motion Systems, Motion Graphics, Visual FX, Film Title Sequences, Broadcast and On-Air Graphics, Editing, Sound Design, Cinematography, DOOH, Product/UI Motion, Social Videos

AI Tools (Active): Integrated Midjourney, Firefly, Claude, Runway, and Topaz into my production pipeline. Currently exploring Tapnow and SeeDance.

Software: After Effects, Figma, Cinema 4D (RedShift, X-Particles, Greyscale Gorilla), Premiere Pro, DaVinci Resolve, Photoshop, Illustrator, Audition, Marvelous Designer, Substance 3D, Mocha

WORK EXPERIENCE

Motion Director / Motion Design Lead

Huge Inc. | Remote

2025 - 2026

- Apple Pay, Apple Card, and Apple Cash. Sole motion designer on Apple Pay and Apple Card projects, working inside Apple's brand system to Apple's exacting standard. Worked directly with Huge's senior creative leadership and Apple's cross-functional partners.
- Set the motion language for the Apple Cash college pilot, a multi-campus U.S. tour combining DOOH, kiosks, sculptures, and branded staff. Style locked by client and used as the template across designers for the rest of the activation.
- Animated Apple Card's Q2 2026 "Unlimited 2% Daily Cash" DOOH campaign across Forum Shops at Caesars, Fashion Show, Aventura, and Brickell, 50+ outputs across vertical pylons, ultra-wide ribbons, and overhead spans.
- Integrated AI tools (Topaz, Firefly) into motion workflow for upscaling, generative concepting, and rapid iteration.
- Additional clients: Google, Twilio, PlayStation, Audi, Waymo, toolkits, sizzle reels, and DOOH motion.

Motion Director / Motion Design Lead

Freelance - [Snapchat](#), [Monks](#), [Instrument](#), [Hyundai](#), [Personio](#), [Framestore](#), [Chapeau Studios](#) | Remote 2022 - 2025

- Snapchat Partnership Summit: Co-led creative for a major live summit. Directed 15+ motion designers, produced 300+ slide decks, and delivered short-form 3D/2D content for Snapchat's World Cup, Kygo, Coca-Cola, and Red Bull partnerships on hard event deadlines.
- Framestore NY: Designed and animated for Temu's Super Bowl campaign.
- Subset Studios: Conceptualized/styleframed Palo Alto Networks' Super Bowl spot featuring J.Lo and Keanu Reeves.
- Dodge Charger Daytona SRT EV Reveal (via Chapeau Studios): Creative Director on one of the most anticipated EV launches of the year. Led team of 8+ through animation, 3D, motion design, and compositing for Speed Week.
- Personio Global Keynote (Munich): Built the cross-artist workflow from scratch and delivered 200+ motion-designed keynote decks for a high-stakes international conference.
- Hyundai and Genesis Keynote (Las Vegas): Concepted and executed multi-screen-ratio content for a high-visibility live stage and managed all animation and format delivery.
- Additional clients: Apple Music, Meta, Dell, Zillow, Motorola, Gatorade, F1, Transcend.

Creative Director, Video

[Omnicom Media Group](#) | New York, NY / Remote

2019 - 2022

- Built and led an agile team of junior motion designers and editors, recruiting, mentoring, and developing talent while creating the production pipeline that the whole department ran on.
- Designed and implemented a workflow management system for the video department, streamlining assignments, deadlines, freelancer hiring, and cross-team delivery across multiple simultaneous projects.
- Collaborated with internal and external clients to produce video content across web, mobile, social, and live industry events, supporting marketing and sales initiatives from brief through final delivery.
- Worked hands-on alongside the team in every capacity: director, A/V editor, animator, art director, and motion designer, doing whatever the project needed to get it across the finish line.
- Awards: DotComm (2x Platinum), MarCom (Platinum + 2x Gold), AVA Digital (Platinum + Gold), Hermes Creative (Platinum), Viddy (Platinum), NYX (2x Gold), Vega (Gold), MUSE Creative (2x Silver), Communicator (Silver)

Senior Motion Designer / Creative Lead

Freelance - [AKQA](#), [Digitas](#), [The Mill](#), [Imaginary Forces](#), [WeAreRoyale](#), [Nice Shoes](#), [Left Field Labs](#)

New York, NY / Los Angeles, CA

2012 - 2019

- MotoMaker.com (Digitas NY / Motorola): Led 3D motion design for the world's first customizable mobile phone experience. Pioneered "cinematic scrolling," now a native feature in nearly every web design platform. One Show Award.
- Delivered 2D/3D motion graphics for theatrical trailers, title sequences, and network branding across FX, BBC, VH1, Showtime, MTV, Starz, CBS, HBO, NBC, ESPN, and Netflix.
- Shaped visual narratives for Fortune 100 brands - Google, Apple, Nike, Ford, NFL, F1, Disney, AT&T, Cisco, Zillow, and Dell across on-air and off-air campaigns.
- Directed and produced Pegasus - Best Experimental Director, LA Cinema Film Festival 2018.
- Developed stereoscopic 3D animations for "Found" by Nice Shoes - featured in major design festivals and publications worldwide.

Junior Motion Designer / 3D Animator

[Create Advertising Group](#) | Los Angeles, CA

2008 - 2011

- Designed 2D/3D graphics for numerous theatrical campaigns including Iron Man 2, Tron: Legacy, and District 9.
- Key Art Award and Golden Trailer Award for major studio trailer work.
- Motion branding and title sequences for Disney, Sony, and Universal.

AWARDS & RECOGNITION

Advertising: One Show, Webby, Communicator, MarCom (Platinum/Gold), DotComm (Platinum), Hermes Creative, AVA Digital, Adobe, Art Directors Club

Film: LA Cinema Film Festival - Best Director Experimental (2018), Golden Trailer Nominee, Key Art Award, Big Apple Film Festival, The Block Film Festival, NYSSSA Award

Design: NY Design Awards, MUSE Creative, Vega, NYX, Viddy

Press: VoyageLA, Stash Magazine, Computer Arts, Premium Beats, MotionSickness, SourceEcreative, Designer

EDUCATION

Bachelor of Fine Arts (BFA) - School of Visual Arts, New York, NY *(Honors, Best of Class)*