

Marley Yambor

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Experience

Animator & Motion Graphics Designer

May 2025 - Present

Freelance

- Led end-to-end creative development of client projects, including animation, motion graphics, graphic design, concept development, storyboarding, compositing, video editing, and sound design.
- Partnered closely with clients to refine and revise deliverables, ensuring the final product aligned with their vision and providing all assets in properly formatted, ready-to-use files.

Motion Graphics & Digital Design Intern

June 2024 - August 2024

Publix Supermarkets

- Rigged a human character in Maya and created animations for a video concept that would be sent out to all 250,000 Publix employees to celebrate milestones and motivate new hires.
- Created an infographic for the boil water notice procedures serving 1,000+ locations. Used Adobe Illustrator and added motion with After Effects.
- Presented accomplishments to an audience of 300+ including the CEO and President of the company to showcase the creative and collaborative skills refined during the internship.

Animation & Graphic Design Intern

June 2023 - December 2023

NASA in collaboration with NIA and Bully! Entertainment

- Animated characters in Maya and After Effects for a pilot episode of a TV show based on NASA's First Woman Graphic Novel which promotes curiosity and teamwork.
- Wrote the script for the pilot episode and developed characters and storylines for an additional 15 episodes that continue the story and explores themes such as critical thinking and problem-solving.
- Designed digital and printable assets in Illustrator and Photoshop for the NASA Communications team including bookmarks for the White House Halloween event that draws an annual 8,000 guests.

Projects

Director

September 2024 - May 2025

Anchors Astray Film

- Directed a team of 10+ people and assisted with animation, modeling, character rigging, compositing, rendering, video editing, sound design, storyboarding, and concept development.
- Organized the production of the film and delegation of tasks using ShotGrid.
- Monitored the progress of deliverables to ensure that the team was meeting milestones.

3D Character Animator

September 2023 - June 2024

Reboot Film

- Worked on a shot from the blocking phase to the final polishing stage and additionally helped with rendering and troubleshooting issues with the rendering process.

Team Member

January 2024 - March 2024

SCAD Pro X BMW Collaboration

- Performed an analysis of current industry trends and refined ideas for the BMW Welt in Munich and explored 5 motion media concepts in After Effects.

Education

Savannah College of Art and Design

September 2021 - May 2025

3D Animation Major

- GPA of 3.96 / Dean's List for 2021-2025 / Summa Cum Laude

Skills

- Maya
- Unreal Engine 5
- Houdini
- Substance Painter
- Nuke
- ShotGrid / Flow
- Davinci Resolve
- Toon Boom Harmony
- Adobe Suite (After Effects, Premiere, Photoshop, Illustrator, Indesign)
- Microsoft Office Suite (Word, Excel, PowerPoint, Teams)
- Slack