

JÚLIA GÓES

Motion & Graphic Designer

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EXPERIENCE

Motion & Graphic Designer

Klang Games

📅 09/2023 - Present

- Create marketing and internal design materials such as creative ads, social media posts, motion graphics, videos, templates, and posters
- Keep visual style consistent across different campaigns and platforms
- Work closely with other teams to support with visual communication

Communication Designer

InnoGames GmbH

📅 10/2022 - 09/2023

- Created promotional videos and motion graphics for the games Forge of Empires, Rise of Cultures, and Sunrise Village
- Produced video content for digital marketing campaigns
- Followed brand guidelines to keep a consistent visual identity

Motion Designer

WPP Heineken Lab

📅 01/2019 - 10/2022

- Created motion graphics for brands such as Devassa, Sol, and Amstel
- Animated and adapted content for different platforms, including stadium screens, TV, and social media
- Worked with creative teams on advertising projects

Motion Designer

Vetor Zero

📅 06/2021 - 10/2022

- Created motion graphics for brands such as Devassa, Sol, and Amstel
- Animated and adapted content for different platforms, including stadium screens, TV, and social media
- Worked with creative teams on advertising projects

Animation Intern

Vetor Zero

📅 07/2017 - 06/2021

- Assisted the animation team in different projects
- Helped with motion graphics and 2D animation tasks
- Supported designers using Adobe Photoshop, ToonBoom, After Effects and other tools

EDUCATION

Bachelor's Degree in Animation Design

Universidade Anhembi Morumbi

📅 01/2017 - 01/2021 📍 São Paulo, Brazil

SUMMARY

I'm Júlia, a Brazilian Motion and Graphic Designer based in Berlin, with extensive experience in design, animation, and illustration for marketing campaigns.

I have worked projects for advertising and game studios, creating high-quality visual content for brands such as Bloomberg, Chobani, and Amstel, as well as games like Forge of Empires. I bring a strong understanding of visual storytelling, brand consistency, and cross-platform content creation. I hold a valid German work visa and am looking for opportunities.

LANGUAGES

English

Proficient



Portuguese

Native



Spanish

Intermediate



German

Begginer



SKILLS

General Skills

Motion Design Video Editing

Compositing Storyboarding

Illustration 2D Animation

3D Modeling 2D Animation

Software Skills

After Effects Photoshop

Illustrator Audition Premiere Pro

InDesign Blender Toon Boom

Unity 2D Animation