

Johnathan Briar



Creative Designer & Animator

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5+ years developing 2D/3D motion graphics, illustrations, and creative solutions using Adobe Creative Suit, Figma, and Cinema 4D. Experienced in providing design and video assets for entertainment, web, social media marketing, training outreach, and corporate communications. Passionate about working collaboratively and effectively to tell impactful, engaging, and compelling stories.

Experience

Motion Graphics Designer | Six Flags Entertainment Corporation

September 2022 - November 2025

- Collaborated closely with a pipeline of marketing coordinators, copywriters, and external agencies to produce captivating animated content for digital signage, social media, large-format LED screens, and internal communications.
- Edited long and short-form video content, developed 2D/3D motion templates, and provided creative assets for interactive experiences that enhanced visitor engagement while promoting sales for every Six Flags and legacy Cedar Fair park in the country.
- Managed 3 - 5 concurrent projects daily, handled multi-round reviews, exported platform-specific versions (1:1, 9:16, 16:9), and turned around edits in as quickly as 1 hour using project management tools like ClickUp and Wrike.
- Built 20+ reusable After Effects templates adopted by all parks, embedding labels and in-file instructions to ensure proper handoffs; reduced outsourcing costs and scaled creative production.

Graphic Designer & Animator | iMFLUX

May 2021 - September 2022

- Played a pivotal role in supporting training outreach by developing 2D/3D animated demonstrations, training videos, and presentation templates that translated injection-molding data into clear visuals.
- Designed and animated 15+ charts, graphs, and diagrams to show how low, constant pressure during the injection-molding process reduced material waste and clarified sustainability benefits for B2B audiences.
- Wrote, recorded, and edited voiceovers for animated explainer videos that demonstrated troubleshooting processes and software management tools.

Media & Programming Assistant | Pyramid Hill Sculpture Park & Museum

January 2020 - April 2021

- Collaborated with the Event Coordinator to write, shoot/record, and design graphics for social media content to enhance visitor engagement, promote seasonal activations, and inform guests of important park-related information.
- Designed updated in-park printed signage; digital graphics for web, email, and social; and merchandise that reflected the park's rich history and most iconic sculptures.

Projects

Senior 3D Designer and Project Lead | TITLE Mag

September 2021 - March 2022

<https://www.johnathanbriar.com/velvetina>

- Led a team of 4 editorial designers in executing a 6-page spread of 3D-rendered scenes; walked teammates through every step of the 3D rendering process from initial sketches to final post-render edits, delegating work through Slack and providing individual support in order to meet the project's creative brief.

Education

BFA, Digital Media | University of Cincinnati DAAP

August 2017 - April 2022

- 3.9 GPA: Coursework in 3D modeling and animation, 2D motion graphic design, and brand development/marketing.

Skills

After Effects | Illustrator | Premiere Pro | Photoshop | Figma | Canva & Affinity | Cinema 4D | Blender
Maya | Microsoft Office | File Organization & Template Systems | Vector Animation | 3D Animation
Video Editing | Compositing | Illustration & Storyboarding | End-To-End Process Ownership