

David Powell

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Motion Graphics Artist

Motion Graphics Artist creating comic book trailers, social video assets, live broadcast packages, and online releases for **Disney, Marvel, Complex, Adult Swim,** and **StarTalk**. Produced motion content ranging from second-long GIFs to hour-long streams, including convention packages for the “X-Men: 60 Uncanny Years Live Virtual Event,” New York Comic Con, and San Diego Comic Con. Reviewed scripts, artwork, and production assets against Marvel brand and canon standards, and created reusable templates that moved routine project work from hours to minutes.

Core Competencies

Motion Graphics | 2D Animation | Graphic Design | Art Direction | Storyboarding | Video Editing | Creative Strategy
Social Video | Promotional Trailers | Live Event Graphics | Compositing | Illustration | Asset Preparation | Mogrts

Software Expertise

After Effects | Photoshop | Illustrator | Premiere Pro | Final Cut Pro | Cinema 4D | Adobe Animate

Professional Experience

Dark Horse Comics | New York, NY

2026

Editor / Animator

- Directed, animated, and edited the official trailer for *Did You Hear About Mimi Green?*, the debut comic from Connor Goldsmith.

Marvel Entertainment / Disney | New York, NY

2018 – 2026

Motion Graphics Artist

- Designed motion assets for Marvel and Disney digital platforms, social channels, live broadcasts, and events.
- Directed art, animation, motion graphics, and special effects for comic book trailers, adapting artwork and editorial direction into a cohesive experience, including one trailer that reached 1M views in 2 weeks.
- Served as Art Director for the X-Men: 60 Uncanny Years Live Virtual Event and Deadpool Nerdy 30.
- Produced hour-long Marvel Digital stream content with hundreds of prepared assets, including one release that reached 153K views in 24 hours.
- Produced graphics packages for New York Comic Con, San Diego Comic Con, and Disney red carpet events including Fantastic Four: First Steps, The Devil Wears Prada, and Deadpool & Wolverine.
- Reviewed scripts, artwork, and canon references for publication, catching content errors before broadcast.
- Created and taught teammates to use project templates that cut recurring production work from hours to minutes.
- Researched and designed visual material later published in *X-Men Legends #2*.

A Drift of Souls (adriftofsouls.com) | Brooklyn, NY

2015 – 2021

Creator / Writer / Illustrator / Animator

- Created a self-contained sci-fantasy graphic novel, writing, illustrating, and animating 100+ published pages.
- Built a 600+ follower audience across online platforms with recurring page releases and animated comic updates.

Standard Broadcast | New York, NY

2018

Motion Graphics Artist

- Designed and animated scientific concepts for StarTalk, translating Neil deGrasse Tyson’s explanations into visual sequences for online audiences.
- Added stylized motion graphics segments to a discussion-led format, raising average viewership from 40K to 6M views.

Freelance | New York, NY

2017

Motion Graphics and Animation

- Created motion assets, animated clips, and digital content for independent artists and media clients, including Complex, Fuse TV, and Marvel.
- Produced graphics packages for Complex, preparing branded visual elements for online media production.

Augenblick Studio | New York, NY

2017

Storyboard Artist / Assistant Video Compositor

- Revised storyboards and animatics as a one-person revision team for The Jellies, an Adult Swim animated series by Tyler, The Creator.
- Added characters, visual gags, and full scene revisions directly to episode boards.
- Advanced from storyboard revisions into the compositing team after the initial board assignment wrapped.
- Processed layered scene files into fully rendered scenes with textures, lighting, and effects.

Thrillist Media Group | New York, NY

2015 – 2017

Video Artist / Production Assistant

- Developed and pitched social media concepts spanning short-form clips, GIFs, and online video segments.
- Created custom pancake designs for a weekly Facebook Live segment, taking over manual production when the robot system failed and helping the segment reach 1M+ views.

Whiteboard Animation Studio | Brooklyn, NY

2015

Animator

- Produced explainer content for client projects spanning BMW, Cisco, and Mastercard.
- Drafted visual sequences and illustrated assets for whiteboard-style marketing and instructional media.

Projects

Sage | New York, NY

2013 – 2018

Producer / Game Designer

- Designed animated cinematics, in-game environments, maps, icons, and game-ready visual assets for an independent video game built through an online creator community.
- Shaped environmental art and world design by creating sprites, mapping layouts, and visual elements needed for gameplay production.

Education

Pratt Institute | Brooklyn, NY

Bachelor of Fine Arts, Digital Arts

Savannah College of Art and Design | Savannah, GA

Graduate Coursework, Animation

Recognition

Cracked.com Photoshop contest winner and guest writer.

Imgur “Staff Pick” and “Most Viral” featured posts.

Time Magazine’s Person of the Year 2006