

CURRICULUM VITAE

SIMON EDL

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Skill Summary

Soft Skills

Hard-working and highly motivated creative professional with a strong interest in international collaboration and cultural exchange.

Communicative and adaptable team player who also excels working independently.

Native German speaker with excellent English proficiency and strong cross-cultural communication skills.

Experienced in both studio and freelance settings, with expertise in graphic and motion design.

Graduate of two full-time design programs, skilled in meeting tight deadlines and delivering high-quality creative work across diverse media.

Technical Skills

Adobe Suite

Blender

Cinema 4D

Unreal Engine 5

Ableton Live

Advanced

Intermediate

Intermediate

Beginner

Advanced

Education

Master of Arts

Communication,
Media, Sound and
Interaction Design

September 2022 – February 2025

University of Applied Sciences
FH JOANNEUM Graz

Bachelor of Arts

Information Design

September 2019 – July 2022

University of Applied Sciences
FH JOANNEUM Graz

High School Diploma

Creative Branch

September 2013 – July 2017

Federal High School
Klusemannstraße

Work Experience

Motion Design Generalist

Ingenuity Studios

Dec. 2025 – Jan. 2026

Vancouver, BC, Canada

Production of daily high-quality 2D and 3D motion graphic assets for TV and film productions including tracking and compositing into existing footage.

Utilising flow production tracking to communicate effectively with producers and showrunners.

Freelance Designer

Spotify, Skull Closet, Insomniac Events,
Ingenuity Studios, Create Music Group

Oct. 2021 – ongoing

International

Application of strong communication and client relation skills while collaborating with international clients in English.

Creation of high-quality work across diverse media and styles, combining creativity with efficiency to ensure timely and polished results.

Independent management of projects, including handling invoices and taxation for freelance work.

Motion Design Generalist

Ingenuity Studios

Apr. 2025 – May 2025

Los Angeles, USA (Remote)

Produced daily high-quality motion graphic assets for TV and film productions, utilising flow production tracking to communicate effectively with producers and showrunners.

Contributed ideas and designs to look development and concept stages within collaborative creative teams.

Motion Design Intern

Ingenuity Studios

Apr. 2022 - Jul. 2022

Los Angeles, USA

Produced high-quality 2D and 3D motion graphics and animations for TV, film, and music industry projects.

Created sound design for concept pieces and client projects, and produced internal training videos.

Demonstrated efficient team communication skills in English.