

Pearl Raina

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EDUCATION

Ringling College of Art and Design

Sarasota, FL

Bachelor of Fine Arts in Motion Design | Minor in Business of Art and Design *Graduation: May 2025*

RELEVANT WORK EXPERIENCE

Microsoft

Seattle, WA

Motion Design Intern Contractor

Jan 2025 - Present

- Directed and animated launch sizzles for CoreAI model releases, product demos, and partner announcements (300K+ external impressions)
- Supported motion design across a range of content including interview productions, GitHub marketing, and CoreAI president campaigns for internal and external audiences

Ripple

Manhattan, NY

Design Intern → Motion Design Contractor

May 2025 - Oct 2025

- Audited motion systems across Ripple's external YouTube content, establishing standards for logo animation, title cards, lower thirds, and end-cards to strengthen brand storytelling
- Led the motion design refresh across 3 YouTube series (68K+ cumulative views), developing reusable MOGRTs and scalable frameworks for production efficiency
- Designed and animated a hype sizzle for Ripple Swell 2025 New York (600+ attendees) building anticipation around the Ripple stablecoin update

NVIDIA

Santa Clara, CA

Brand Intern

May 2024 - Aug 2024

- Conducted a motion graphics audit of 2D and 3D animations across all business units, identifying inconsistencies in campaign and media content. Presented findings and solutions to 140+ employees
- Developed and implemented a comprehensive motion design framework that aligns motion design with brand identity, enhancing cohesion across all visual communications
- Animated 2D campaign mockups of NVIDIA's Keynote events and created data visualization content to better align with new motion design guidelines

Motion and Graphic Designer

Remote

Freelance

May 2023 - Aug 2023

- Generated visually captivating motion graphics, storyboards, and style frames for clients in the tech and lifestyle space, delivering polished assets within tight timeframes
- Designed website UI for a tech startup, conducting competitive analysis to deliver an accessible and investor-ready experience

ART MANAGEMENT

Pearl's Art Studio

Cupertino, CA

Operator and Art Instructor

Jun 2016 - May 2024

- Led weekly art classes in-person and online to both young and adult artists, guiding participants through diverse artistic techniques, resulting in the mentorship of 80+ students
- Created a comprehensive curriculum that taught artistic techniques such as observational drawing, value, and color studies, enabling the students to apply them effectively in their own projects

TECHNICAL SKILLS & OTHERS

Technical Skills: Adobe Creative Suite (Illustrator, Photoshop, After Effects, InDesign, Premiere, Audition), Figma, Cinema 4D, Cavalry, Octane, Nuke, Redshift, Rive, Storyboarding, Illustrating

Interests: Photography, Fashion, DJing, Combining Interdisciplinary Mediums