

Maksim Karpau

3D Motion Designer

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Summary: 2D & 3D Motion Designer with 5+ years of experience in creating high-quality visual content for brands, startups, and creative agencies. Specializing in product animation, video explainers, and motion graphics for marketing campaigns. Built an automation system for batch rendering 5,000+ SKUs. Developed an "on-demand" render generator for the product dashboard driven by cloud computing and Three.js. I'm comfortable designing multiple projects from concept to final delivery independently or working as part of established, feedback focused teams.

Skills

Core: Motion Design, Graphic Design, Product Animation, Product Explainers, Product Packaging, UI Animation, Video Editing, Sound Design, 3D Modeling, Animation, Compositing, Rotoscoping, Camera Tracking, LookDev, Visual Effects, Cloud Rendering, Workflow Automation, Industrial Prototyping, AI-Assisted Production, Concept Development, Storyboarding, Visual Storytelling.

Tools & Software: Blender, After Effects, Substance Painter, Unity, Adobe CC, Photoshop, Illustrator, Figma, DaVinci Resolve, Premiere Pro, Media Encoder, Mocha Pro, Element 3D, Google Cloud Platform, Blender API, Git, Python, Three.js, Lottie.

Experience

Top Tier Authentics

A digital authentication platform for collectibles, consumer goods, and live experiences.

Florida, US (Remote)

Motion Designer & 3D Generalist (Mar 2023 – Apr 2026)

- Developed an automation pipeline for 5,000+ SKU renders that increased production speed by 8x and eliminated manual work.
- Created a motion asset library for a *Sports Illustrated* collaboration, accelerating video content production and ensuring strict brand consistency according to the guidelines.
- Produced high-impact visuals for live NCAA events (80,000+ spectators), increasing QR code scans for sponsor activations by 18%.
- Collaborated with devs to integrate a cloud rendering system into the platform dashboard that enabled client self-service and reduced creative department's workload.
- Designed a scalable motion design system for sports memorabilia listings on *Amazon*, driving 23% sales growth by enhancing perceived product value.
- Implemented a Three.js workflow that reduced cloud computing costs, eliminating expensive server rendering.
- Designed a reusable motion template system for explainer videos and product launches, integrating AI tools to optimize production.

RMeta Labs

A Web3 integration and media agency.

Florida, US (Remote)

3D Generalist (May 2022 – Mar 2023)

- Produced 80+ photorealistic sports props for athlete characters, covering modeling, texturing, and skinning.
- Refined and retargeted mocap data, reducing manual animation workload.
- Built 10+ environments tailored to various sports activities for digital marketing.
- Handled final scene assembly, lookdev, and lighting for video renders.
- Supervised the work of 4 outsourced modelers for asset optimization and spec compliance.

One Motion Studio

Digital content agency.

Warsaw, Poland (Remote)

3D Generalist & Motion Designer (Mar 2021 – May 2022)

- Produced a set of 50 product visuals, including detailed vehicle models and animated product packaging.
- Integrated sci-fi motion graphics and HUD overlays into corporate brand films, using motion tracking, rotoscoping, and compositing.
- Developed a functional 3D-printable industrial prototype and created product animations for marketing purposes.
- Designed and configured a 3D avatar in Unity, enabling real-time motion and facial tracking for a corporate live event with 2,000+ participants.

Education

Belarusian National Technical University

Bachelor of Design Projects Management | 2017-2021

Minsk, Belarus

Additional Info

- Launched [Animated Wallpapers](#) product, highlighted the process in my [personal blog](#).
- Currently taking an Unreal Engine course and exploring the production pipelines of major cinematic studios.
- **Languages:** English advanced, Polish beginner, Russian native.