

Len Mendoza

motion designer

objective

Passionate and motivated motion graphics student aiming to understand and use both physical and digital mediums to produce visual graphics for entertainment and awareness.

experience

LUMA - Product Unveiling 2024 - Producer

During a 5 week period, a preselected UX design team was paired with our motion design team, where we collectively worked to create a product unveiling video to be presented to their investors. I worked as the producer for the team, managing communication between the UX team and our team.

NVIDIA AI Jam with OpenUSD, Omniverse - Motion Design

Worked alongside three other motion designers to create a design based project where we explored the potential of Omniverse as a toolkit for building a complete branding and visual design solutions. I created one of the 3D scenes used in the final presentation.

Kinetik Student Showcase 2025 - 3D Motion Design

A student led Showcase where we worked in 3 separate teams focusing on marketing, design and the title sequence. Assigned to the design team, I worked with our leads to explore type and designs to then create title card animations.

The UPS Store - Sales Associate

Starting from June 2024, working with customers to pack and ship their items anywhere in the world.

education

Savannah College of Art and Design - BFA in Motion Media Design

• 2022 - 2027

Marietta High School - High School Diploma

• 2018 - 2022

skills

• Adobe After Effects • Adobe Illustrator • Adobe Photoshop • Cinema 4D
• printmaking • strong work ethic • bilingual • creative

extra

• SCAD Fine Arts Showcase 2025