

SERGEY SOLOVIOV

Motion Designer · 3D & AI Artist

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PROFILE

Motion designer and 3D artist with 10+ years of experience in motion graphics, animation, compositing, and video production. Focused on product motion and visual storytelling, with a growing practice in AI video — using generative tools to push the creative work further. Comfortable owning a shot end to end, from concept to final render. Reliable in fully remote, distributed teams.

SKILLS & TOOLS

Motion & VFX: After Effects, compositing, video editing, motion graphics

3D: Cinema 4D

AI / Generative: Kling, Seedance, and other generative video & image tools

Strengths: End-to-end production, AI-assisted workflows, remote collaboration

EXPERIENCE

Motion Designer · 3D & AI Artist — *Nanobot Group* 2020 – Present

- Create motion design and 3D animation for medical and scientific communication.
- Develop WebAR apps and interactive web experiences (creative coding / front-end).
- Lead R&D projects — including LLM-driven 3D avatars: conversational chatbot prototypes for internal tools.
- Since 2025, drive AI-assisted production — generative video and imagery (Kling, Seedance) integrated into the motion workflow.

Motion Designer — *OPRST Production* 2014 – 2020

- Created commercial advertising for TV, brands, and enterprises — product, corporate, and promo content.
- Worked across the full post-production pipeline: motion graphics, editing, and compositing.

Motion Designer — *Freelance / Remote* 2014 – Present

- Occasional independent projects in brand motion and motion graphics, taken outside of studio hours.

LANGUAGES

English | **Russian** — Native | **Ukrainian** — Native

EDUCATION

Pryazovskyi State Technical University — *Mariupol, Ukraine* 2006 – 2011