

Eshwar Swaminathan

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Graphic Designer and Motion Designer with experience supporting technical teams, proposals, and brand-driven communications. Background in working with engineers, product teams, and marketing staff to produce high-quality layouts, graphics, presentations, and digital assets under tight deadlines. Skilled in the Adobe Creative Suite, Figma, and Motion Graphics with strong attention to detail, version control, and brand consistency.

Production and Proposal Support

- Designed graphics, layouts, and motion assets for marketing, product, and client-facing materials
- Translated technical concepts into clear, visually compelling diagrams and illustrations
- Worked with cross-functional teams including engineers, product managers, and marketing leads
- Produced assets under tight deadlines while maintaining brand and quality standards
- Organized files, versions, and assets to support team collaboration

Technical Skills

Design & Layout: Adobe InDesign, Illustrator, Photoshop, Lightroom

Motion & Video: After Effects, Premiere Pro

3D & Visualization: Cinema 4D, Blender, Maya, Nuke

UX / UI & Prototyping: Figma, Canva, Adobe Fresco, Interaction Design, Wireframing

Web & CMS: WordPress, basic HTML/CSS

Other Tools: PowerPoint, Clip Studio Paint, AI-assisted design tools

Soft Skills

Brings strong communication, collaboration, and adaptability skills, with a thoughtful approach to problem-solving and feedback in creative team settings.

Employment History

UX UI Designer and Graphic Designer - Zentrais

New York City, New York

Oct 2025 — Present

- Designed user interfaces, workflows, and visual assets for an AI software platform
- Created diagrams, layouts, and interface elements used in internal and external presentations
- Worked with engineering and product teams to refine features and user experience
- Produced prototypes, mockups, and visual documentation using Figma and Adobe tools

Motion Graphic Designer & Visual Designer - Island Pitch

Long Beach, California

Aug 2024 — Apr 2025

- Designed multi-page proposals, client reports, brochures, and brand assets for internal and client-facing materials
- Produced motion graphics, UI visuals, and multimedia assets to communicate product functionality
- Prepared large-format and print-ready files for presentations and trade shows
- Collaborated with engineers, product managers, and marketing teams to meet deadlines and maintain brand consistency
- Designed web graphics and layouts using WordPress and basic HTML/CSS knowledge

Visual Artist and Graphic Designer - Neuroleap

Costa Mesa, California

May 2022 — 2023

- Created clear, accessible visual graphics and illustrations for applications supporting children with special needs
- Translated complex workflows into clear storyboards and visual narratives
- Designed interface graphics and presentation materials for digital products
- Collaborated with developers and stakeholders to meet functionality and accessibility goals
- Maintained consistency and quality across large sets of visual assets

Graphic Designer, Digital Artist, and Motion Graphic Designer - Freelance

Cupertino, California

Jun 2020 — Present

- Produced corporate marketing materials, client-facing presentations, and branded collateral for professional clients
- Designed marketing materials, posters, book covers, and motion graphics for freelance and academic clients
- Created 3D visuals and animations and delivered print-ready and digital-ready assets using Adobe Creative Suite and Blender
- Managed multiple projects and deadlines while maintaining brand standards and quality control

Graphic Designer - Crossroad Lab

San Jose, California

Dec 2017 — Jul 2020

- Collaborated with the firm principal on proposal graphics, branded templates, and cover layouts for transportation and civil engineering RFQ/RFP submissions.
- Translated technical data into client and public-facing graphics, developing roadway corridor maps, engineering exhibits, and GIS visuals.
- Designed presentations, display boards, and outreach materials for agency meetings and public workshops on transportation improvements.
- Standardized document headers, styles, and visual systems for consistent and professional reports and proposals.

Martial Artist Instructor - Saratoga Martial Arts

Saratoga, California

Jun 2017 — Jul 2024

- Led Classes, maintained training schedules, and ensured safety and organization
- Developed instructional materials and visual aids for students

Education

San Jose State University, San Jose

Bachelor of Arts, 2019 — May 2022

Graduated with a BA in Design Studies, Graphic Design with a Minor in Radio, Television, and Film.

Workforce Institute: Santa Clara University

UX UI Certification, May 2025 — Dec 2025

Studying UX UI Design in this course offered by the Workforce Institute. Learned the fundamentals of UX UI Design, interface, and prototyping

West Valley Community College, Saratoga

Associate's Degree, Aug 2014 — May 2019

Graduated with an Associate's Degree in Animation.

School of Motion, Lake Wood Ranch, Florida

Online Certification, Jan 2021 — Jan 2022

Completed three bootcamps in Motion Graphic Design/Animation: Animation, Design, and Character Animation. Received three badges from School of Motion for successful completion.

Unity Courses

Online Certification

Actively engaged in performing tasks and expanding my knowledge of C# programming and Unity development under the guidance of a mentor and online courses.

References

Albin Taro at Neuroleap Corp

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Mohudoom Naina

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Hong Chen at Saratoga Martial Arts Academy

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Johnathan De Armas at IslandPitch

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Mark Richman at Workforce Institute

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Additional Information

- **Links:** [Official Portfolio Website](#), [School of Motion](#)