

TAYLOR BEEGHLY

taylorbeeghly.com

motion + experience

taylor.beeghly@gmail.com

859.486.8816

Work Experience

Microsoft *May '16 - present*

UX and Motion Designer

Designed and implemented user experiences and animations for the Microsoft Band, and helped define the motion language for the redesign of Microsoft OneNote.

Galvanic Games *Apr '15 - Apr '16*

Founder

Created an indie game studio and launched our local multiplayer game GURGAMOTH on the Steam digital distribution service.

Tag Creative Studio *Jan '14 - Mar '15*

Designer

Web design, UX design, animation, and video production for a wide variety of clients including Microsoft, Intel, and Burke.

Garrigan Lyman Group *July '12 - Dec '13*

Motion Designer

Designed and animated motion graphics for large clients such as T-Mobile, Microsoft, and Philips.

Apple Inc *March - June '11*

Motion Designer

Storyboarded motion loops for in-store displays, and animated transition concepts for iPad.

Awards

Goldy Addy Award

Awarded for Best Self Promotion - Broadcast while working for gyro Cincinnati.

Education

University of Cincinnati, DAAP

Student of Digital Design

Bachelor's of Science in Design

Currently teaching Intro to After Effects at the School of Visual Concepts

Software

After Effects, Photoshop, Illustrator, Premiere, InDesign, Cinema4D, Unity, Spine