

MONICA JAGIC

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WORK EXPERIENCE

Nutrition Care Pharmaceuticals

Motion Graphics Designer

- Produced 3 promotional videos and graphics for pharmaceutical products from scratch.
- Created individual briefs for each products based on product function, target audience and product messaging towards viewers.
- Created storyboards and animatics from briefs, allowing client to view and give feedback on a draft version of each video concept.
- Created styleframes from each storyboard, allowing client to see exploration of various visual styles and decide on final styles before video production.
- Animated 3 30-second videos for pharmaceutical products. Maintained efficient workflow using Adobe suite while working to measurable and realistic goals. Met WIP meeting deadlines with outstanding results.
- Communicated with client regularly, incorporating feedback through video development to ensure it met client expectations.

Peter MacCallum Cancer Centre

Motion Graphics Designer

- Created storyboard and animatic from return brief, serving as basis from which the final video was
 designed. Considered visual legibility for audience and what could be achieved given project timeframe.
- Animated scenes for final video. Created engaging and understandable animation and maintain design and animation continuity with other team members.
- Set measurable and realistic goals weekly to ensure project progressed efficiently and met deadlines.
- Communicated with client regularly, incorporating feedback through video development to ensure it met client expectations.

EDUCATION

Swinburne University of Technology

Bachelor of Design, Motion Design

Bachelor of Media and Communications, Cinema & Screen Studies

- Minored in Advertising.
- Received Grad X award for top design capstone group for work completed for Peter MacCallum Cancer Centre.
- Showcased motion graphics video as student submission at NodeFest 2024.

CERTIFICATIONS, SKILLS & INTERESTS

- Certifications: Working with Children Check
- Skills: Clear communication, successful team management, excellent working within team, efficient working independently, practical time management, willingness to learn, positive attitude. Proficient in Adobe Suite, Blender and Maxon Cinema 4D.
- Interests: Design and art, reading, cryptic crossword, occasional video game (currently Metal Gear Solid 4), beating friends in Mario Kart.



Dec. 2024 – Present

Aug. 2024 – Oct. 2024

Hybrid

Dec. 2024

Hawthorn, VIC

Remote