

# **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