



Vivian Oladeinde

DIGITAL GRAPHIC DESIGNER | ARTIST

Contact Details

+44 7730451918

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www.vivianoladeinde.co.uk

[LinkedIn](#)

Softwares/Core Skills

Photoshop	Creativity
Premiere Pro	Problem Solving
After Effects	Adaptability
Illustrator	Communication
Final Cut Pro	Time Management
Celtra	Typography
Figma	Graphic Design
Blender	Illustration
Autodesk Maya	Digital Media
HTML/CSS	

Education

Rochester Independent College, Kent

SEPT 2013 - JUN 2014

A-Levels in

Fine Art | Graphic Design | Media Studies

University of Hertfordshire, Hatfield

SEPT 2014 - MAY 2017

B.A. in 3D Animation and Modeling

Profile

A creative and versatile designer with extensive experience in video editing, graphic design, 3D modeling and multimedia production. Skilled at developing and engaging interactive ad campaigns for different platforms enhancing user engagement. Adept at managing end-to-end workflows, collaborating with cross-functional teams and delivering strong visual impacts across platforms. Expertise in animation and texturing, proficient in tools like Figma, HTML/CSS, and Adobe Creative Suite. Eager to bring my diverse design skills into a forward-thinking space that values innovation, creativity and meaningful visual impact.

Work Experience

Freelance Graphic Designer & Editor - Media

Jul 2015 - Present

Video Editing

- Applied advanced editing techniques to produce distinctive, high-quality video content for events and startup brands (e.g. First Gods Apparel).
- Edited promotional materials for non-profit organizations using Adobe Premiere Pro, After Effects, and Final Cut Pro, contributing to improved viewer engagement.
- Produced short-form social media content, incorporating custom visual effects (including Saber effects, particle systems, smoke, and metal textures) for reels, promotional campaigns, and event-related media.

Designing

- Illustrated artwork featured in two publications: a children's storybook and a pregnancy journal.
- Developed concept art for startup clothing brands (e.g. Said in Print), effectively conveying tone, mood, and cultural identity.
- Designed logos, brand assets, and digital artwork for startups and small businesses across the UK and internationally.

Video Editor & Designer, Gateway Chapel

Jul 2012 - Present

- Produced high-impact promotional videos for major events (including Explosion 2026 and Shine), contributing to increased audience engagement.
- Applied advanced editing techniques to deliver polished, engaging video content across multiple event and media formats.
- Enhanced production efficiency by streamlining workflows, reducing turnaround time by approximately 30%.
- Designed creative assets such as flyers, logos, and marketing materials for in-house events and media projects, including the Between Us - relationship podcast.

Training

- Delivered practical, hands-on Adobe Premiere Pro training to colleagues, improving internal workflow consistency and overall team output for a non-profit organization.



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Digital Graphic Designer, Azerion

May 2022 - Jun 2025

- Developed creative advertising concepts and design assets for high-visibility digital campaigns across desktop, tablet, mobile, and DOOH platforms, collaborating with major brands such as Disney, PlayStation, and Cadbury.
- Built interactive elements and animations using HTML/CSS within Celtra, enhancing user experience and overall campaign engagement.
- Designed and prototyped campaign assets in Celtra and Figma, maintaining brand consistency across more than 100 campaigns.
- Produced 3D models of real-world products for in-house advertising, effectively showcasing company formats and performance capabilities.

Digital Graphic Designer, Sublime

May 2019 - Apr 2022

- Designed interactive digital campaigns that enhanced brand visibility and improved user engagement.
- Collaborated with cross-functional teams in client meetings to translate briefs into compelling visual solutions.
- Researched and proposed innovative ad formats, supporting the company's expansion into new markets and platforms (including tablet and in-game advertising).
- Optimized HTML/CSS code to build interactive elements in Celtra for both web and mobile experiences.
- Worked closely with developers to deliver polished creative assets aligned with client requirements and quality standards.