



Denise Deák

PORTFOLIO LINK

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Hi, I'm Denise, a multidisciplinary designer with a soft spot for big ideas and beautiful details.

Over the past 6+ years, I've worked across large international agencies, fast-paced start-ups, and in-house creative teams, developing a holistic understanding of brand and campaign ecosystems. My expertise spans Graphic and Motion Design, 2D & 3D visual systems, Brand Identity, AR experiences, and emerging AI tools. I combine conceptual thinking with technical execution to build work that is both imaginative and commercially impactful.

EDUCATION

University of Greenwich

BA 3D Animation and Design

The Node Institute

Interactive Exhibition Design

ELVTR

Fragrance Branding & Development

PROGRAMS

Adobe: After Effects, Photoshop, Illustrator

Cinema 4D (Redshift, Octane, Arnold)

AI & Generative Workflows:
Midjourney, Nano Banana, Sora, Veavv

TouchDesigner

Figma

SKILLS

Delivering projects on time and within scope

Managing multiple workstreams across fast-paced environments

Translating brand strategy into cohesive visual systems

Maintaining brand consistency across digital and physical touchpoints

Cross-functional collaboration with marketing, strategy, and production teams

Working autonomously while contributing to team-wide creative direction

EXPERIENCE

Lead Graphic & Motion Designer

Billion Dollar Boy & FiveTwoNine - current

In-house designer within the marketing team, responsible for shaping and maintaining the visual identity across all social channels, campaigns, and live events. Contributed to the re-branding of Billion Dollar Boy, supporting the evolution of its visual language and brand systems.

Day-to-day responsibilities include creating static and motion content, video editing, presentation decks, and event merchandise ensuring brand consistency while elevating creative output across platforms.

Lead Designer

DEPT - 2021-2024

Worked within a large international creative agency delivering integrated digital campaigns for global brands. Led and contributed to projects spanning motion design, graphic design, 2D and 3D animation, art direction, AR experiences, and early AI-driven creative experimentation.

Collaborated across multidisciplinary teams to produce high-impact work for major clients including Snapchat, Roblox, and Spotify Africa, as well as other global and regional brands. Played a key role in translating brand strategy into dynamic visual systems across social, digital, and experiential platforms.

Motion Designer

Yoyopop - 2019-2021

Worked within a small, fast-paced team alongside the two founders, contributing across the full project lifecycle: from initial concept development through to final delivery.

Led and supported creative for clients including Suzuki and Deezer, working across motion and graphic design, filming, and content creation.