BRIAN THIEME

SCIENCE COMMUNICATION · ILLUSTRATION & MOTION

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Illustrator and motion designer with 15+ years of experience making complex subjects clear, from astronomy and energy systems to public health. I produce animated explainers, scientific illustration, data graphics and interactive teaching tools, and work closely with subject experts to get the details right.

SCIENCE & EDUCATION COMMUNICATION

Motion Designer · Nonprofit & Foundation Clients — 2016 – Present

- **National Association of Community Health Centers** (2025): Four-part animated series on health centers as resilient power hubs.
- **I Vaccinate** (2020): Three animations addressing parents' vaccine concerns, including the PAST Model for care providers.
- **Kresge Foundation** (2018): Explainers on financial guarantees, energy service agreements and microgrids.
- **Collective Energy** (2023, 2024): Animated videos.
- **Action Factory / Voters Not Politicians** (2016 – Present): Started as a VNP volunteer, creating animation, print and social graphics explaining redistricting for Proposal 2, which Michigan voters passed in 2018. Continue as a contractor with Action Factory, the agency that grew out of VNP.
- **MESSA** (2020): Explainer on prescription plan benefits.

Interactive Explainer · Moon Phase Explorer — 2026

- Designed and built an interactive model of lunar phases and eclipses with linked orbit, Earth and side views, using agentic development.

Publications · Warren Astronomical Society — 2017 – 2018

- Edited, designed and laid out the monthly science newsletter, coordinating volunteer writers.
- Won the Astronomical League's Mabel Sterns Newsletter Editor Award (2018).

Public Outreach · Warren Astronomical Society **(member)** — Ongoing

- Public astronomy outreach events; astrophotography and eyepiece sketching.

Scientific Illustrator · Citizen Sky **(volunteer)** — 2010

- Created an astronomical illustration of the eclipsing binary star Epsilon Aurigae, featured in two NationalGeographic.com articles.

EXPERIENCE

Senior Motion Designer · CVMedia — 2012 – Present

- Take client videos from concept and storyboard to final delivery, often explaining technical, industrial and sustainability subjects, such as a 3D explainer on Ford's 10R80 transmission, animated in Blender from client CAD files.
- Produced two short animated explainers for Meijer's scholarship program. The client reported a dramatic increase in enrollment afterward.
- Develop a distinct visual language for each project within client brand standards, guiding clients through iterative review rounds on deadline.
- Build custom After Effects plugins and production tools to automate repetitive work. Hired as a contractor; promoted to full-time after one year.

WEB DEVELOPMENT

Developer & Designer · Independent Web Apps — Ongoing

- Design and build juici (beta.juici.app), an in-development animation app, using agentic development.

SKILLS

EXPLANATION
Explainer animation, scientific & editorial illustration, data graphics, 3D technical animation from CAD (STEP) files, interactive explainers, storyboarding, working with subject experts

MOTION & VIDEO
After Effects, Premiere Pro, DaVinci Resolve, Audition, Cinema 4D, Blender

DESIGN & ILLUSTRATION
Illustrator, Photoshop, InDesign, Figma

PRINT & PUBLICATION
Layout, typesetting, newsletters, print collateral, social media graphics

PRODUCTION
Video editing, photo retouching, audio editing, project management

WEB & DEVELOPMENT
Web app design, build & maintenance; React, HTML/CSS; agentic development of After Effects plugins and desktop apps (Tauri, Rust)

EDUCATION

BA, Media Arts & Animation
Art Institute of Pittsburgh, 2008

PORTFOLIO

brianthieme.com
Animated explainers, science illustration and interactive work