

# Dharmesh Satapara

Gen AI Motion Graphics Designer | AI-First Designer

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I am a Gen-AI Motion Graphics Designer with **12+ years of experience** bridging traditional design knowledge with emerging technology. I focus on building "AI-First" creative pipelines-from leading research for 500+ video templates to co-developing AI generative video walls and virtual avatars. I bring a blend of creative intuition and technical rigor to transform product narratives into cinematic, scroll-stopping visuals. I enjoy the challenge of figuring out new, efficient workflows to solve complex creative problems.

**100+**

*Ai Showcases*

**500+**

*Video Templates*

**12+**

*Years of Experience*

## Employment

2020 **Invideo | AI Motion Graphics & Design Lead**

- 2025
- **AI Content** : Spearheaded generative video showcases for Invideo AI v3.0 & v4.0. Identified tool's limitations and bugs while creating **100+ Featured Generative Showcases**, directly helping the product team improve video output quality.
  - **Strategic Template Design**: Led end-to-end template creation of **500+ creative templates** by analyzing user data through User Testing, Amplitude, and internal platforms to ensure designs were trend-driven and high-performing.
  - **Marketplace Leadership**: Managed 8 project-based design teams to deliver **400+ Studio templates**. Handled end-to-end project management, from creative briefs to QA and documentation.
  - **Emerging Tech**: Co-developed AI virtual avatars for UGC & Avatar based use cases.

2018 **InsideIIM.com & Kampus App | Sr. Motion Graphic Designer**

- 2020
- **Visual Strategy & Production**: Developed graphical explainer videos, campaign teasers, and trailers from scratch for top national brands and B-schools.
  - **Multi-Format Design**: Created branding materials, e-books, infographics, and social media assets to improve brand perception.
  - **Team Management**: Led a team of 3 video editors, coordinating with writers and producers to meet high-volume communication needs.

2015 **Paper Boat Apps | Sr. Graphics Designer / Illustrator / Animator**

- **Concept & Asset Production:** Managed character/environment design and gameplay animations while simultaneously brainstorming core mechanics and extension levels to drive app engagement.

2014 **MobiEos Software | Game Design Lead**

- **Concept & Management:** Developed app concepts and led 3 artists to bridge the gap between initial design and final development.

2013 **SAPTA IDC | Illustrator & Graphics Designer**

- **The Motion Transition:** Pivoted from static concept visualization to motion graphics, collaborating to turn abstract ideas into engaging visual content.

## Education

### Specialization

- 2010 **MIT Institute of Design**  
2013 • Post Graduation in Animation Design

### Early Education

- 2005 **Sheth C N College of Fine Arts**  
2009 • Bachelors in Fine Arts

## Key Skills

### Creative

- AI-Driven Content
- Concept Visualization
- Prompt Building & Optimization
- Human-in-the-Loop Workflows
- Visual Storytelling

### Leadership & Operations

- Team Management
- Design Operations
- Creative Pipeline Management
- User-Driven Iteration
- AI Product QA

## Programs & AI Stack

### Core Design

- **Motion & Video :** After Effects, Premiere Pro
- **Design & Layout :** Figma, Photoshop, Illustrator

### Generative AI

- **Video Generation :** Invideo AI (v3/v4), Sora, Veo 3.1, Kling, Runway, Seedance 1.5
- **Image & Upscaling :** Mid-journey, Firefly, Nano Banana 2, Flux.2 Pro, Topaz Video AI
- **Concept & Audio :** ChatGPT, Gemini, Grok, Suno, ElevenLabs