

Vedang Lambe

Art Director | Creative Technologist | Strategist

Portfolio: <https://vedanglambe.com>

Email: vedanglambeillustrations@gmail.com

Education

New York University – Tisch School of the Arts

Master of Professional Studies, Interactive Telecommunications Program

Graduated May 2026

New York University – Tisch School of the Arts

BFA, Film & Television | Minor in French

Graduated May 2023 | GPA: 3.8

Relevant Experience

Design & Creative Automation Intern – Proper Cloth

May 2025 – Present

- Designed and animated several brand assets for campaigns across Meta and Google, maintaining **consistent storytelling across channels that played live across Meta and Google.**
- Built and coded custom **Adobe automation plugins** to streamline internal creative processes.
- Worked with leadership in weekly brainstorming sessions to pitch **new product narratives and influencer strategies.**
- Developed interactive animations (loading screens, homepage features) to enhance **digital brand engagement.**
- Researched and integrated **AI innovation tools** (Luma AI, LTX Studio) to accelerate design workflows and trend exploration.

Post-Production Intern – MATTE Projects (FINISH)

Sep 2024 – Dec 2024

- Researched and curated **visual/audio AI assets** for experiential brand activations.
- Led creative direction for B-team content capture campaigns, showcasing innovation in **live event storytelling.**
- Designed branding strategy for new editing division, creating **internal decks and social strategy.**

- Supported production workflow by coordinating edits, reviewing versions, and managing media archives.

In-house Treatment Design Intern – Partizan Entertainment

Jun 2022 – Dec 2022

- Conducted **image/video research (200–300 pulls per project)** to track cultural references, media aesthetics, and industry trends.
- Designed **commercial treatments and pitch decks** using Adobe CC and InDesign.
- Organized internal company digital archives, ensuring **clarity and consistency across team deliverables**.

Story & Video Editor – Baboon Animation

Jan 2024 – Jan 2025

- Edited six animated episodes, collaborating directly with CEO on revisions and narrative refinement.
- Maintained **audio and dialogue libraries**, ensuring efficient and structured project management.
- Coordinated **voice talent recording sessions** and organized multi-project rosters.

Assistant to CEO / Office Coordinator – Pantheon Entertainment

Aug 2023 – Dec 2024

- Point of contact in office, and assistant to Producer/CEO Andrew Sugerman
- Researched **adaptable IP sources** (book-to-film adaptations), creating coverage and opportunity briefs.
- Designed HTML websites and edited video reels for **project funding pitches**.
- Organized company databases and supported day-to-day coordination across multiple projects.

Skills

- **Research:** Desk research, trend analysis, cultural insights, pitch development.
- **Digital Tools:** Adobe Suite (After Effects, Photoshop, Illustrator, Premiere, InDesign), Figma, Frame.io, Shotgrid, Google Workspace, Spline.
- **Code:** Python, Java, C++, React, Angular, [Node.js](#), Git, GitHub, Docker
- **Emerging Tech & Innovation:** TouchDesigner, Cinema4D, Maya, Rhino, Vectorworks, RunwayML, Luma AI, MidJourney, LTX Studio.
- **Communication:** Storyboarding, copywriting for decks/social, presentation design, cross-team coordination.