

Frankie Leeks

**Junior
Motion Graphics
Artist**

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Key Skills

Motion Graphics – Great design, layout, typography and type design skills. Great knowledge of motion tracking and general motion graphics and animation standards and conventions. Excellent Adobe CC skills.
Teamwork - Experience of working in organized groups as part of my academic degree and previous work and volunteering. Able to perform well both in individual work and as part of a group.

Education

2015 - 2018
BA (Hons) VFX
Norwich University of Arts

VFX world building, creating 3D virtual spaces, building 3D models for movement (tracking, match moving and extracting motion from footage). Group work and project management, managing workloads and pipelines. Academic research and development. Personal style & portfolio development.

Experience

2018 - 2018
Junior Motion Graphics Designer
Recruitd
Creating motion graphics for the Recruitd website, advertisements and upcoming mobile app. Additionally work with external partners and clients on various projects.

2015 – 2018
Video Editor & Motion Graphics Designer
Elevate.gg eSports
Video editor and motion graphics artist, creating video content for YouTube and social media. Collaborating with other team members on various projects.

2016
Motion Graphics Designer
Multiplay Insomnia Gaming Festival 58
Worked in a high-pressure professional video production environment, creating motion graphics, logos, transitions and idents to enhance video footage that was displayed at various events on the festival main stage and social media. Also involved in logging and editing video footage.

Freelance and Personal Projects

- Social media advertisements for various brands, including AO.com and Playdemic
- Produced video content and motion graphics for a popular YouTube channel with 3.4 million subscribers. Also created logos/intros and various other pieces of content for social media influencers.
- Various university projects, Google mock advertisement, promotional videos for eSports teams and personal projects involving editing video game footage into cinematic shorts.

Technical Skills

Adobe After Effects
Adobe Photoshop
Adobe Premiere Pro
Autodesk Maya
Solid Angle Arnold
Chaos Group V-Ray
OTOY OctaneRender
The Foundry Nuke
Maxon Cinema4D
The Pixel Farm PFTrack
Vicon Boujou
Next Limit RealFlow
Pixologic ZBrush