

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 -
VaynerMedia
Junior Motion Graphics Designer
Working alongside senior designers and the wider creative team to create motion graphics and assets for social media ad campaigns for clients such as PepsiCo, Captain Morgan and Budweiser.

2018
Recruitd
Junior Motion Graphics Designer
Creating motion graphics for the Recruitd website, advertisements and external clients.

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

2016
Multiplay Insomnia Gaming Festival 58
Motion Graphics Designer
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 Projects

- Social media advertisements for various brands, including AO.com, Under Armour and Playdemic.
- Video content and motion graphics for social media influencers, popular YouTube channels and promotional videos for eSports teams.

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