Motion Graphics and Post Production Editor

Lorenzo Arritola

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SUMMARY

Motivated editor with 4+ years of professional experience, eager to utilize and expand upon accrued experience in a variety of production and post production skill sets.

EXPERIENCE

Post Production Editor and Videographer   2020 – Present
Freelance
- Edited 50+ professional-quality videos and promotional content for clients such as University of Arkansas, Oglethorpe University, etc.
- As sole video editor, sorted and edited 10+ hours of raw footage (including interviews and b-roll) into 10 minutes of finished video per week, with frequently positive client response.
- Editing responsibilities included transcoding and proxy creation, color correction, music and additional footage sourcing, audio mixing and editing, along with motion graphics creation and 2D compositing.
- On-site shoot experience producing and shooting corporate and promotional video content

Post Production Intern, StudentBridge   2018 – 2020
Brant Bailey, Operations Director
- Editing video content for numerous colleges and universities nationwide
- Creating a variety of motion graphics and animations for video projects
- Implementing color correction and audio editing software to clean up and polish media content
- Producing in-house promotional content for social media
- Working with producers and project manager to create videos based on client storyboards, including multiple cuts and working with the client to identify edits
- Utilizing video review platforms such as frame.io to streamline content feedback from clients

ADDITIONAL SKILLS

- Possesses excellent communication and interpersonal skills with others
- Continuously developing and exploring creative outlets with adventurous enthusiasm
- Proficient in industry-standard post-production software, such as the Adobe Creative Cloud suite, Final Cut Pro X, AVID Media Composer, DaVinci Resolve, and iZotope RX
- Extensive knowledge of motion graphics, 2D compositing, and 2D/3D animation techniques in Adobe After Effects and Mocha
- Creation of textured sound design and mixing in conjunction with DAWs such as Adobe Audition, Ableton Live, Reaper, and Logic
- Experienced in pre-production and on-set production environments and processes
- Knowledgable in programming languages such as Python, C, JavaScript, and Ruby (e.g., portfolio website coded and designed by myself)

EDUCATION

Georgia State University, Atlanta, GA   2018
Bachelor of Arts, Film and Video
GPA: 3.98, Graduated Summa Cum Laude