

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
- Knowledgeable 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