Motion Graphics and Post Production Editor

Lorenzo Arritola

Website: 770-286-9445
larritola1.github.com   lorenzoarritola@gmail.com

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 with Canon DSLRs and Sony A7S series cameras

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
- Developing knowledge of computer programming and application in Python, C, and Javascript
- Post-production skills acquired in numerous undergraduate film production courses and work with notable clientele

EDUCATION

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