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 -

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.

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

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

- 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.