



# RIMVYDAS BANKUS

(2000 07 05)

VIDEOGRAPHER, VIDEO EDITOR

## CONTACT

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📍 Mokyklos g. 19, LT-54434 Lapės,  
Kauno r., Lithuania

## HOBBIES

AI (Artificial intelligence) Animation

Street Gymnastics Video games

Photography

## SKILLS

Video Production Visual Storytelling

Color Grading Motion Graphics

Text Animation Sound Design

AI (Artificial intelligence) Art

Simple 3D and 2D Animation

Time Management Responsibility

Self-management Creativity

Goal-setting

## LANGUAGES

Native Language – Lithuanian.

C1 English.

## TOOLS



## EDUCATION

### BACHELOR'S DEGREE IN ARTS

Vytautas Magnus University – New Media Art  
2019 – 2023

### UPPER SECONDARY

Kaunas “Santara” Gymnasium  
2015 – 2019



## EXPERIENCE

### FREELANCE

Videographer  
2022 – Present

I acquired the ability to work independently, creating various types of video content to suit clients' needs. End-to-end project implementation: idea shaping, planning and preparation, filming, post-production (video editing, effects and animation, sound design, color grading). As a freelancer, I document events, create video advertisements and do video reports.

### PRACTICE AT KAUNAS CITY MUNICIPALITY, PUBLIC RELATIONS DEPARTMENT

Videographer Assistant  
2022 – 2023

I developed my filming abilities by using various cameras and gimbal stabilizers. I further strengthened my skills in software such as "Premiere Pro" and "Davinci Resolve." During practice, I acquired the ability to creatively engage with artificial intelligence software "Stable Diffusion." I undertook tasks such as creating animations, conducting interviews (video reports), and performing video editing tasks. Completed projects were shared across social media platforms, displayed on bus/tram digital boards, and showcased at events organized by Kaunas City Municipality.

### PRACTICE AT “LRT” TV SHOW “STOP JUOSTA”

Motion Graphics – animating 3D maps  
2021 – 2022

The task involved creating 3D visualizations of architectural objects from bird's eye view, as well as creating map animations for episode intros. I learned to work with the new tool called "Google Earth Studio" and adapted it for animation purposes. I used my composition skills to accurately express unusual architectural structures. I further developed my abilities in working with the "After Effects" software. I focused on high-quality animation creation, delivering clips to the video editing team on time.

### PREMIERE PRO



### AFTER EFFECTS



### DAVINCI RESOLVE



### PHOTOSHOP



### ILLUSTRATOR



### LIGHTROOM

