



Uros Kete
FX-TD/Motion Graphics
Designer

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SUMMARY

As a skilled Motion Designer, I am proficient in utilizing Cinema4D with Octane and Redshift for 3D animation and After Effects for compositing. To further enhance my work, I employ a range of industry-standard plugins such as Element 3D, Optical Flares, Red Giant Universe, and Sapphire. These plugins enable me to push the boundaries of creativity and deliver visually captivating effects.

With this versatile skill set, I am well-equipped to handle projects that encompass both 2D and 3D animation, delivering outstanding results.

Reel 2023: <https://vimeo.com/900122941>
Password: uk2023

Reel 2022: <https://vimeo.com/703868627>
Password: uk2022

EXPERIENCE

Motion Graphics Designer / FX-TD

05/2023 - Present

Wolf Studios ↗

Utilizing Cinema4D with Octane and Redshift renderers and combining it with Unreal Engine to produce stunning 3D Motion Design. Compositing in After Effects with industry standard plugins; Red Giant, Universe, Element3D, Saber, Optical Flares, Sapphire, MochaPro.

Motion Graphics Designer

02/2019 - 04/2023

Deluxe Digital Cinema ↗

Producing bespoke title and graphic recreation indistinguishable from the original version for theatrical, trailer and online releases. This varies from localised text such as main titles and inserts, to phone screen replacement shots, censorship and watermarking. Building composition projects and animations fit for re-versioning with all the relevant source backgrounds and artwork. Creating multiple formats for output including; 2D & Stereoscopic 3D, Digital Cinema and HD deliverables. This involves grading of assets. Research and development for specific effects and fonts related to titles. Management of each project from brief, through production and execution both individually and as part of a team. Maintaining the internal schedule of all creative projects and ensuring tight deadlines are met.

Motion Graphics Designer

01/2018 - 12/2019

Sports Commentary

Designing high quality 3D Logo Animations and Explainer Videos.

Graphic Designer / Video Editor

09/2017 - 12/2018

Forum Media Group ↗

Working in Marketing Department, responsible for design and production of promotional content, utilizing Adobe Illustrator, Indesign and Photoshop. In charge of video production, which was used for the Lead Generation project. I created content in Adobe After Effects and Premiere. Attended company events and educations which I filmed and edited. I was in charge of the complete film setup – from lighting, camera to sound recording.

VFX Artist / Motion Graphics Designer

03/2015 - 06/2018

Reality Production

EDUCATION

Visual Communication	10/2015 - 09/2018
University of Electrical Engineering and Computer Science - Bachelor's Degree	
Front End Dev	09/2011 - 10/2015
High School of Electrical Engineering and Computing Science - High School Diploma	

SKILLS

2D/3D Motion Graphics Design		Octane
After Effects	Expert	Redshift
Compositing		Unreal Engine
Red Giant		Photoshop
Sapphire		Premiere Pro
Universe		Video Editing
Saber		Indesign
Element 3D		Figma
Optical Flares		Web Design
MochaPro		Stable Difussion
Colour Grading		Typography
Tracking		Collaboration and Communication
AE Scripting		Time Management
3D Modeling and Animation		Problem Solving
Logo Animation		Attention to Detail
Cinema 4D	Expert	

LANGUAGES

English	Fluent	German	Basic
Slovenian	Fluent		