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## Profile

From a young age, my passion for art and drawing sparked my creativity. This passion led me to explore various artistic mediums and adapt my skills to excel in graphic design, motion graphics, 3D c.g.i., and visual fx. When I sit in front of my computer, I see more than just a costly replacement for traditional tools - I see a powerful platform to bring my artistic visions to life. I consider myself an artist at heart, with a keen eye for the smallest of details.

## Skills

Motion Graphics, VFX, Editing, Sound Design, Photoshop, After Effects, Illustrator, InDesign, Firefly, Cinema 4D, Maya, Premiere, Nuke, RealFlow, Sketch, Sigma. Motion graphics for various broadcast purposes, such as promos, backplates, interstitials, title treatments, infographics, logo stings, transitions, openings, stingers, and lower thirds.

## Experience

Phenom Post, Los Angeles, CA (Hybrid) 04/2017 - 06/2024  
Motion Graphic Designer/VFX Supervisor/Editor

- Phenom Post collaborates with industry giants in film, entertainment, broadcast, and advertising, consistently delivering exceptional work that resonates with the highest standards of excellence. Developed captivating motion graphics for prestigious corporate clients, including Facebook, DJI, General Electric, Toshiba, Intel, Revolt TV, NBC/Universal, HBO Max, Activision, Loot Crate, Ruggable, and Fox.
- Specializing in crafting broadcast motion graphic packages and contributed to the creation of visual effects for renowned entities such as Marvel Studios, Disney, Max, and Paramount.
- Adobe Photoshop, Illustrator, After Effects, Premiere, Adobe Firefly, Figma, Sketch, and Cinema 4D.

Fox News, NY (Remote) 08/2021 - 06/2023  
Sr. Motion Graphic Designer

- Envision and conceptualize the aesthetic, atmosphere, and design of sophisticated graphics, crafting dynamic and impactful animations, and seamlessly delivering final renders to broadcast servers.
- Delivered final, full spec approved renders to broadcast servers.
- Spearheaded the production of 2D/3D broadcast motion graphics for a spectrum of shows spanning Fox News Media properties, encompassing Fox News, Fox Business, Fox Nation, and Fox Weather.
- Adobe Photoshop, Illustrator, After Effects, Premiere, Figma, Cinema 4D, and Maya.

DJI Technologies, Burbank, CA 04/2019 - 06/2020  
Motion Graphics Designer/VFX Artist (Freelance)

- Oversaw the motion graphics/VFX department, assuming accountability for the end-to-end production of projects—from conceptualization and design through on-set VFX supervision to final output and delivery.
- Led post-production assignments and hired freelancers when needed.
- Spearheaded the management of the motion graphics/VFX department, ensuring seamless project execution across commercials, social media campaigns, and promotional materials. Oversaw the motion graphics/VFX department, assuming accountability for the end-to-end production of projects—from conceptualization and design through on-set VFX supervision to final output and delivery.
- Spearheaded the management of the motion graphics/VFX department, ensuring seamless project execution across commercials, social media campaigns, and promotional materials.
- Quality control and final delivery of commercials, social media campaigns, and promos.
- Adobe Photoshop, Illustrator, After Effects, Premiere, Cinema 4D, and Nuke.

Revolt TV, Hollywood, CA

03/2015 - 01/2017

Motion Graphic Artist/VFX/Editor (Freelance)

- In my role as the senior motion graphic designer/VFX/editor, I held a pivotal position overseeing the motion graphics for the entire network. My responsibilities spanned the entire creative process, encompassing conceptualization, animation, and editing for show packages, social media campaigns, promo materials, and advertisements.
- Responsible for the creative process at all stages including conceptualization, design, animation, rendering, sound design, editing, and final delivery.
- I played a key role in coordinating branded productions, collaborating seamlessly with clients and third-party entities to ensure successful outcomes.
- Collaborated with many famous hip-hop artists and producers on a wide range of projects.
- Adobe Photoshop, Illustrator, After Effects, Premiere, and Cinema 4D.

The Woo, Culver City, CA

01/2014 - 02/2015

Motion Graphic Artist/VFX/Editor (Freelance)

- Responsible for running the post production department for a boutique agency.
- Responsible for all post-production stages from initial concept and design to production and animation to editing, sound design, and final delivery.
- I worked with clients such as Lenovo, Samsung, AMD, LA Fitness, and Grand Marnier. I concepted, created boards/style frames, created motion graphics, VFX (visual effects), and edited for both broadcast commercials and social media campaigns.
- Adobe Photoshop, Illustrator, After Effects, Premiere, Cinema 4D, and Maya.