

AUGUSTUS HINTON

CANDIDATE FOR MOTION DESIGNER

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relevant experience

Motion Designer + Video Editor

Weber Shandwick Seattle, 2016–Present

- Create animated infographic videos, motion graphic assets, narrative videos, and social media content
- Drive videos to completion from concept to production to client delivery
- Execute compelling and emotive character animations to convey stories
- Visualize and storyboard animations from video scripts
- Render videos with format optimized for web, mobile, and live screenings
- Communicate client brand through design, typography, and motion
- Secure new business through successful pitch videos
- Strengthen existing client relationships by exceeding standards of previous work
- Manage multiple concurrent projects to meet demanding deadlines
- Maintain knowledge of current trends and animation skills

- Clients assigned:

Amazon

Benaroya Research Institute

Bill & Melinda Gates Foundation

Boehringer Ingelheim

Ed-Fi Alliance

Gazela Wines

Lilly Diabetes

Michael & Susan Dell Foundation

Microsoft

MOD Pizza

Nintex

Panopto

ResMed

Takeda Pharma.

TracFone

U.S. Army

VMware

Game Animator & Art Director

Albus Studios, 2017–2018

- Cocreator and producer of independent video game, Cover of Darkness
- Art directed all visual design and content surrounding the game
- Character designer for player and all enemies
- Sole animator for all content including characters, environments, and effects
- Efficient asset creation within strict format and size constraints
- Planned and executed social media marketing campaign to increase awareness and engagement

Cinema Studio Manager

UW-Stout School of Art & Design, 2013–2015

- Managed guests, students, and professors to meet video and photo needs
- Lighting and filming of green screen footage for effects compositing
- Video equipment organization and management
- Produced videos and motion graphic assets showcasing campus events used to promote the school
- Research and sourcing of video production assets

skills & abilities

Motion Graphics and Design
2D Animation
3D Animation
3D Modeling & Rigging
Character Animation
Typography
Storyboarding
Concept Creation & Ideation
Project Management
Basic JavaScript
Basic Web Design
Video Formatting
Creative Problem Solving

software proficiency

Adobe Suite
-After Effects
-Premiere Pro
-Photoshop
-Illustrator
-InDesign

3D Software
-Cinema 4D
-AutoDesk Maya

education

University of Wisconsin - Stout

Bachelor of Fine Arts, Entertainment Design

Concentration in Digital Cinema
Magna Cum Laude

University of Wisconsin - La Crosse

Kinesiology Coursework

awards & distinctions

UW-Stout Best of Design 2015

10 Time Achievement of Dean's List
& Chancellor's Awards

SIGGRAPH Vice President 2014-2015

Official Selection

20 Minutes or Less Film Festival 2015 (x2)

Minnesota Electronic Theater 2015 (x2)

Festival Anim!Arte Brazil 2015

UW-Stout Best of Design 2015

references

Available upon request