

JOHN MCINTOSH

mediadoesbuzz.com | linkedin.com/in/johnmc
mrmcintosh@gmail.com | 206-390-3926



EXPERIENCE

T-MOBILE | BELLEVUE, WA MOTION DESIGNER, DEC 2023 - FEB 2024

Hybrid contract role that required updates to national campaigns, creating new campaign animations based on storyboards, as well as new animations for a variety of internal and external uses.

Work required close collaboration between partner stakeholders and included animations for All-Hands meetings, as well as the pre-launch campaign for the Samsung S24 shown in Times Square.

VALVE | BELLEVUE, WA MOTION DESIGNER, OCT 2023

Worked on-site with Valve's Senior Motion Designer to create dynamic team intros for The International 2023 Dota 2 eSports tournament, played live at Climate Pledge Arena and Seattle Convention Center.

LVT | AMERICAN FORK, UT (REMOTE) MOTION DESIGNER, SEPT 2023 - OCT 2023

Created a looping motion graphics package for the 2023/24 Utah Jazz basketball season to be played simultaneously on all screens at Delta Arena (halo, upper and lower rings, upper voms, aux board), designed to capture the eye and generate excitement and awareness of LVT.

HIGHSPOT | SEATTLE, WA (FTE) SR DIGITAL MEDIA DESIGNER, JAN 2021 - JUNE 2023

Created strong and compelling media and animations for Highspot's homepage, social channels, annual events, and internal initiatives that elevated the brand while the company more than doubled in size.

Developed best practices for transferring animated assets from After Effects into the product and webpage, enabling a rapid exploration of UI/UX ideas and an easy implementation of animations.

Developed brand guidelines for motion which documented best practices for all motion elements, as well as principles and styles to follow to keep animations cohesive across all Highspot media and product UI.

RUN STUDIOS | SEATTLE, WA (FTE) 3D MOTION DESIGNER, FEB 2019 - JAN 2021

Partnered with producers, directors, and editors to design strong and compelling content for clients.

Built out motion graphics packages complementary to live events with on screen elements including openers, closers, wipes and transitions, animated backgrounds, lower thirds, and looping animations.

Other responsibilities included script to screen conceptualizations, storyboarding, device screen replacements, compositing, tracking, R&D into tools and techniques, color grading, and rotoscoping.

MICROSOFT | REDMOND, WA 3D MOTION DESIGNER, JULY 2018 - FEB 2019

Created content to support a variety of internal and external partners and studios within Microsoft.

Responsibilities included creative concepting, animated intros, transitions, lower thirds, supporting motion graphic needs for Mixer shows and GDC 2019, and secret internal projects bound by NDA.

ELECTRONIC ARTS | SEATTLE, WA MOTION DESIGNER, APRIL 2016 - APRIL 2017 + SEPT - DEC 2018

Helped create engaging video assets branded to support the marketing efforts of an array of titles.

Worked with the art director, writers, producers, and account managers from concept to completion.

Responsibilities included motion graphics, animation, editing, audio, 3D typography, and localization.

VALVE | BELLEVUE & CLIMATE PLEDGE ARENA, WA MOTION DESIGNER, JULY - AUG 2017

Assisted in the production of motion graphics for The International 2017 Dota 2 eSports tournament.

Created content for multiple arena displays including mainstage, arena ribbon, floor, and team pods.

Content included team intro videos, bracket recaps, and highlights for a live and worldwide stage.

POP | SEATTLE, WA MOTION DESIGNER, AUG - SEPT 2015 + NOV 2015 - JAN 2016

Collaborated with art directors and copywriters to create a series of 8 training videos for Microsoft.

Videos showcased the Surface product line, and were used by salespeople across multiple industries.

Animated looping backgrounds for the website of the Nintendo 3DS game, Fire Emblem Fates.

Helped conceive and create a series of two national online holiday recruitment animations for Target.

CROWN SOCIAL | SEATTLE, WA MOTION DESIGNER, OCT 2015

Created a variety of animations for EMC from static concepts, incorporating vector, raster, and 3D.

Animations were used to complement and enhance a client pitch deck, shared on social media as looping gifs, and as part of a media campaign at Sea-Tac Airport to greet conference attendees.

WORLD FAMOUS | SEATTLE, WA MOTION DESIGNER, SEPT 2015

Brought in to help quickly modify a running national television commercial for T-Mobile and Apple.

Helped with animation for the Make-A-Wish Foundation, including inking and character animation.

Created a helpful tool which let the animators quickly smooth out paint strokes while coloring frames.

SOCRATA | SEATTLE, WA VIDEO PRODUCER / EDITOR, NOV 2014 - FEB 2015

Brought in to shoot, create, edit and deliver over 20 internal, external, and partner use videos.

Worked with their team to build out new graphics and animation for multiple types of video content.

Work included shooting, editing, typography layout, and filming the company CEO and VP of product.

PERKINS COIE | SEATTLE, WA VIDEO PRODUCTION SPECIALIST, NOV 2013 - OCT 2014

Combination role of video editor, motion designer, and videographer responsible for the end-to-end creation and delivery of HD video at headquarters for the oldest and largest law firm in the Northwest.

Created videos for chiefs, partners, attorneys, HR, and events - as well as for Perkins' Youtube channel.

Shot on a variety of cameras including the RED SCARLET-X, Sony FS700, Sony FS100, and 5Dmk2.

ARENANET | BELLEVUE, WA CINEMATICS COMPOSITING ARTIST, NOV 2010 - APRIL 2013

Cinematics compositor and motion graphics animator for the worldwide MMORPG, Guild Wars 2.

Helped create and ship AAA title played by over 3 Million players - Time Magazines #1 Game of 2012.

Matched storyboard and concept art 'look and feel' while working collaboratively with other artists and programmers to deliver high performance in-game graphics that exceed industry standards.

MICROSOFT AT PIONEER STUDIOS | SEATTLE, WA MOTION DESIGNER / VIDEOGRAPHER, OCT 2009 - JULY 2010

Responsible for the creative execution of unique and compelling future brand interaction experience videos across Microsoft's Entertainment & Devices divisions (Xbox, Windows Phone 7, Zune, etc.).

Utilized a variety of hardware and software as needed to create, capture, and combine multiple assets including motion graphics, video, editing, compositing, product photography, and audio integration.

MICROSOFT | REDMOND, WA 3D MOTION DESIGNER, FEB 2008 - APRIL 2009

Worked closely with a dedicated core team of software architects and engineers to design & develop computer graphics and experience videos for an original application from incubation to realization.

Balance responsibilities & priorities against various constraints; responsibilities including conceptual proof of concepts, 2D & 3D design, motion graphics, compositing, photography, and green screening.

DIGITAL KITCHEN | SEATTLE, WA INTERNSHIP, JULY - DEC 2006

Two-term intern and jr. animator at Emmy-Award winning live action and motion graphics boutique.

Assisted lead animators, creative directors, art directors and editors in a variety of roles including 3D animation, compositing, motion graphics, rotoscoping, board design, and general go-pher stuff too!

Production work included AT&T, Microsoft, Suzuki, Zales Diamonds, and Sundance Film Festival 2007.

EDUCATION

The Art Institute of Seattle | Seattle, WA

BFA: Media Arts and Animation - June 2007 with "Best of Show" portfolio honors.

SOFTWARE

After Effects, Cinema 4D, Premiere, Final Cut Pro, Houdini, Photoshop, Illustrator, Red Giant Plugin Suite, Redshift, Unreal Engine, Lottie, SVG, WebGL, Camtasia, JIRA, Confluence, Figma, SCRUM, OSX and PC.