



JOHN MCINTOSH

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PROFESSIONAL SUMMARY

Motion designer with extensive years of professional experience and a video production background, specializing in creating engaging and innovative digital content that informs, excites, and delivers business results. Strong understanding of animation principles, good design, editing, typography, color theory, and visual effects - with experience delivering media across many different endpoints and industries including advertising, technology, gaming, and entertainment.

WORK HISTORY

T-MOBILE, MOTION DESIGNER; BELLEVUE, WA | DEC 2023 - FEB 2024 (CONTRACT)

Collaborated with project stakeholders to create compelling animations based on storyboards, update a national animation campaign with new assets and messaging, and build multiple new animations for internal and external uses while adhering to brand guidelines and project deadlines.

VALVE, MOTION DESIGNER; BELLEVUE, WA | OCTOBER 2023 (CONTRACT)

Worked again with Valve's senior motion designer to rapidly create, animate and iterate on a series of dynamic opening sizzle videos which were shown live on the MainStage to introduce teams during The International 2023 Dota 2 eSports tournament at the SCC and Climate Pledge Arena.

LVT, MOTION DESIGNER; AMERICAN FORK, UT (REMOTE) | OCTOBER 2023 (CONTRACT)

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

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

Collaborated with marketing, sales, and account development to conceptualize and create engaging digital media, animations, and videos for Highspot's social channels, homepage, events, and internal and partner initiatives that helped the company grow by 100% in under three years.

Developed brand guidelines for motion which documented best practices, principles and styles for all motion elements, creating a familiar experience across all Highspot media channels and UI.

RUN STUDIOS, 3D MOTION DESIGNER; SEATTLE, WA | FEBRUARY 2019 - JANUARY 2021 (FTE)

Partnered with producers, directors, and editors to design strong and compelling motion content for clients including campaigns, video series, openers, closers, wipes and transitions, animated backgrounds, lower thirds, looping animations, and graphics complimentary to live events.

Common responsibilities included script to screen conceptualizations, storyboarding, device screen replacements, compositing, tracking, color grading, and rotoscoping and R&D explorations.

MICROSOFT, 3D MOTION DESIGNER; REDMOND, WA | JULY 2018 - FEBRUARY 2019 (CONTRACT)

Created a variety of content to support internal and external partners and studios within Microsoft, including animated intros and outros, transitions, and lower thirds for GDC 2019 and Mixer shows.

ELECTRONIC ARTS, MOTION DESIGNER; SEATTLE, WA | SEPTEMBER 2018 - DECEMBER 2018 (CONTRACT)

Worked again with the art director, writers, producers, and account managers from concept to completion to create engaging customer-facing video assets supporting the marketing efforts for a variety of mobile games - capturing gameplay footage and editing together clips with animation, creating transitions, adding audio, as well as preparing files for localization in other markets.

VALVE, MOTION DESIGNER; BELLEVUE, WA | JULY 2017 - AUGUST 2017 (CONTRACT)

Assisted Valve's senior motion designer to help create, animate and iterate on the creation of team intros, bracket recaps, and visual elements shown on various displays for The International 2017 Dota 2 eSports tournament at Climate Pledge Arena including mainstage, ribbon, pods, and floor.

ELECTRONIC ARTS, MOTION DESIGNER; SEATTLE, WA | APRIL 2016 - APRIL 2017 (CONTRACT)

Worked with the art director, writers, producers, and account managers from concept to completion to create engaging customer-facing video assets supporting the marketing efforts for a variety of mobile games - capturing gameplay footage and editing together clips with animation, creating transitions, mixing audio, as well as preparing files for localization in other markets.

POP, MOTION DESIGNER; SEATTLE, WA | NOVEMBER 2015 - JANUARY 2016 (CONTRACT)

Partnered again with art directors and copywriters to create a series of 8 mixed-media training videos for Microsoft salespeople highlighting the features and benefits of the Surface product line.

CROWN SOCIAL, MOTION DESIGNER; SEATTLE, WA | OCTOBER 2015 (CONTRACT)

Brought initial static concepts to life and created a set of engaging and informative animations for EMC which were shown at Sea-Tac airport, social media channels, and as part of a client pitch deck.

WORLD FAMOUS, MOTION DESIGNER; SEATTLE, WA | SEPTEMBER 2015 (CONTRACT)

Brought in to help make rapid changes to a running national television campaign for T-Mobile, and also volunteered extra time to help create a wished-for animation for the Make-A-Wish Foundation.

POP, MOTION DESIGNER; SEATTLE, WA | AUGUST - SEPTEMBER 2015 (CONTRACT)

Animated seamless looping backgrounds that played on the homepage for Nintendo's Fire Emblem Fates 3DS game, as well as animated a series of holiday recruitment videos for Target.

SOCRATA, VIDEO PRODUCER AND EDITOR; SEATTLE, WA | NOVEMBER 2014 - FEBRUARY 2015 (CONTRACT)

Partnered with producers and stakeholders to film, edit, and deliver over 20 internal, external, and partner use videos as well as built out and integrated new animated graphics for each video type.

PERKINS COIE, VIDEO PRODUCTION SPECIALIST; SEATTLE, WA | NOVEMBER 2013 - OCTOBER 2014 (CONTRACT)

Combination role of videographer, editor, and motion designer responsible for the creation of internal, external, and partner videos for social channels, chief and attorney use, and firm events.

ARENANET, CINEMATICS COMPOSITING ARTIST; BELLEVUE, WA | NOVEMBER 2010 - APRIL 2013 (CONTRACT)

Created dynamic in-game cinematics for Guild Wars 2, matching storyboard and concept art look and feel while collaborating with artists and programmers to ensure high performance in-game graphics for a AAA title played by over 3 million players and Time Magazines #1 Game of 2012.

MICROSOFT, MOTION DESIGNER AND VIDEOGRAPHER; SEATTLE, WA | OCTOBER 2009 - JULY 2010 (CONTRACT)

Utilized a variety of hardware and software to capture, create, and combine assets including video, motion graphics, product photography, and audio - editing and delivering compelling executive level pitch videos and future brand interaction experience concepts for Microsoft's E&D divisions.

MICROSOFT, 3D MOTION DESIGNER; REDMOND, WA | FEBRUARY 2008 - APRIL 2009 (CONTRACT)

Worked closely within a small team of software architects and engineers to design and animate 2D and 3D assets, conceptual proof-of-concepts, and brand experience videos for an original application in early incubation while balancing multiple responsibilities against various constraints.

EDUCATION

THE ART INSTITUTE OF SEATTLE; SEATTLE, WA

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

SKILLS AND COMPETENCIES

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