



ALEX SCOTT

2D / 3D MOTION GRAPHICS

SKILLS & SOFTWARE /

Excellent After Effects skills including expressions and animation and process rigging. Extensive HD experience, motion graphics, 2D and 3D animation, compositing / greenscreen. Maya lighting with Mental Ray. Final Cut editing, graphic design, logo design / animation, music bed / sound effects editing. Strong math abilities, storyboarding, working as part of a pipeline or solo, general and figure drawing.

After Effects CS3, Autodesk Maya 2008, Apple Final Cut Pro 6 HD; Adobe PhotoShop CS3, Illustrator CS3, Premiere Pro, Autodesk 3D Studio Max 8; MAC and PC fluent

EXPERIENCE /

Senior Motion Graphics Designer IOMEDIA

New York City (Apr. 2006–Dec. 2009)

Senior Designer in the Post Production department: Motion graphics design, video editing, compositing, music bed and sound effect editing; Working with in-house 3D designers to complete materials for architecture, healthcare and broadcast industries; Manage and collaborate with freelance and junior designers; Organizing and archiving large projects. Interim Director of Post Department: Maintaining schedules, project timelines; allocating resources.

Clients: MTV Networks, Bristol Myers-Squibb, GE Healthcare, Genentech, Rockwell Architecture Group, New York Yankees, TEDMED

3D Designer / Animator Edgeworx

New York City (Oct. 2005–Dec. 2005)

Freelance broadcast designer for NYC design / post house.

Learned 3D Studio Max in 2 weeks as a prerequisite.

Clients: PBS, Discovery Networks

Lead 3D Designer / Animator Interface Media Group

Washington, D.C. (Sept. 2004–Sept. 2005)

Design and animate 2D / 3D motion graphics including: commercial spots, in-show graphics, bugs, and opening sequences; Interface and website design. Communicate directly with clients from concept to completion. Collaborate with in-house editors and composers on larger projects. Frequent rush deadlines with day or less turnaround times as well as months long projects.

Clients: PBS, Discovery Networks, National Geographic Channel, TimeLife, Government agencies

Senior Editor / Prod. Manager Kidz Online

Reston, VA (May 2003–Aug. 2004)

Lead video editor; Design graphic elements and interactive CD interfaces; On and off site lighting, camera, and greenscreen setup, camera operation; Organizing data for large projects. Oversee production department, managing up to 6 junior designers / editors.

EDUCATION /

Chalmers University of Technology, Göteborg, Sweden

– Arts and Technology Program, 2002–2003

Pratt Institute, Brooklyn, NY BFA with honors

– Computer Graphics and Interactive Media, 1997–2001

AWARDS /

Telly Awards 2009

– Silver: New Yankee Stadium (motion graphics, compositing, onscreen graphics, editing; large team)

– Bronze: Xanadu Ink Drop Promo (concept, motion graphics)

– Bronze: AECOM Recruitment Video (concept; small team)

IN-AWE AWARDS 2009

– Silver: Genentech Pipeline (motion graphics, opening / closing, transitions; large team)

CINE: Golden Eagle 2008: GE Healthcare's Hexvix (motion

graphics, editing, compositing, worked on concept; large team)

PromaxBDA

– Gold: PBS Deep Jungle Promo Bug

(Lead designer / animator) 2006

– Gold: Discovery Networks' 100 Greatest Discoveries:

Medicine–The Human Heart animation

(Lead designer / animator) 2005

EXHIBITIONS /

Animated short: 'deadline' 2001–2003

– Fairfax Film Festival Fairfax, VA: *Best Experimental*

– Marco Island Film Festival Marco Island, FL: *Third Place*

– Brooklyn International Film Festival Brooklyn, NY

– LA Shorts Festival Los Angeles, CA

– Tenerife International Animation Festival Madrid, Spain

– International Festival of Cinema and Technology, FL

– Pisek Festival Pisek, Czech Republic