



Los Angeles, CA

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[TWITCH](#)

## SKILLS

- Cinema 4D / Blender 3D
- After Effects / Premiere
- Trapcode Suite
- PBR Redshift/Octane Render
- Video Encoding
- Basic Unity/Unreal Engine
- OBS Studio
- Streamlabs
- Chyron
- Grass Valley TD
- Video CMS management
- RDP/VNC protocols
- Notch Real-time Playback
- Projection mapping and large scale LED design and media server playback
- DSLR Shooting
- Studio Lighting

## REFERENCE

**Lisa DiPaula**  
Super Free Games  
Art Director  
410.627.7546

**Jay Park**  
Smilegate  
Creative Director  
310.736.0395

# ROB CORNELL

SENIOR MOTION DESIGNER – VIDEO EDITOR – CREATIVE PRODUCER

## EXPERIENCE

### Senior Motion Designer/Editor

**SMILEGATE** El Segundo - November 2022 - Current

- Lead a team of inhouse creatives utilizing Jira/kanban tools. Train and optimize workflows across production teams.
- Adapt creative beifs to create compelling visual content for social media, livestreams, and game launch campaigns. QC live streams and offer improvements.
- Collaborate with producers to meet creative production goals based on data analytics.
- Deliver consistent, high-quality work that aligns with brand guidelines.
- Visual design ideation based on relevant trends in gaming and pop culture.
- Compose music and sound effects for animations assembled in Audition.

### Motion Designer/Editor

**YAT LABS** Los Angeles - March 2022 - November 2022

- Created motion design loops based on 2D illustrated Photoshop files.
- Composed music and sound effects for animations assembled in Audition.
- Crafted motion graphics and mock UI/UX frames for product event livestreams and demo presentations.
- Supported the marketing team with all audio and video edit requests.

### Motion Graphics Designer

**SUPER FREE GAMES** San Francisco - January 2020 - February 2022

- Created short-format video animations for mobile games, app trailers, paid ads, and social posts.
- Animated, composited, and edited gameplay footage and game assets into engaging 2D/3D video ads with a focus on KPIs.
- Brainstorm, style-frame, and pitched new and creative ideas for A/B testing.

### Contract Motion Graphics Designer

**UBISOFT GAMES** San Francisco - September 2019 - January 2020

- Designed motion content within brand guidelines across seven different game titles.
- Built a graphics package for direct-to-YouTube upcoming content.
- Designed 2D/3D videos and cinemagraphs based on high fidelity static key art.

### Motion Graphics Designer

**NCISOFT/IRON TIGER** San Mateo - July 2017 - September 2019

- Designed animated motion graphic advertisements for mobile games.
- Utilized 2D, 3D, and in-game assets to create compelling game trailers.
- Hired and collaborated with outside vendors for composed music.
- Utilized Unity to extract game assets for advertisement and capture gameplay.

### Motion Graphics Designer

**UBISOFT GAMES** San Francisco - October 2016 - July 2017

- Designed animated motion graphic advertisements for a large collection of AAA game titles.
- Animated content for live event screens and projectors at gaming competitions.
- Supported social/broadcast producers with motion graphic content.
- Created content with C4D/Blender/AE to create particle/fire/smoke VFX.

### Motion Graphics Designer

**FREELANCE** Los Angeles - February 2016 - October 2016

- Digital content manager, event projection mapping, and motion design for Likuid Art.
- BBC Channel Indent for Pop Art Week collaboration with Derek Boshier.
- Global Spin Awards broadcast motion graphic package.
- Cinema 4D Projection/LED animation for Fox game show pilot "The Boom."

### Motion Design/Video Tech

**HALSEY MUSIC TOUR** Touring Production - October 2015 - February 2016

- Designed fifteen song animated looks for onstage LED pillars.
- Timed animations in sync to audio timecode using video timecode using video media servers/playback.
- Built lighting and video rig at each venue leading teams of contractors on-site.
- Operated video screens playback tech during each show, adapting to various stage plans.

### Broadcast Motion Designer

**REVOLT TV** Los Angeles - September 2013 - August 2014

- Conceptualized, designed, and executed on air short-format network graphics.
- Designed and executed LED animations for weekly studio performances.
- Collaborated with studio operations and graphics chyron to schedule and execute network GFX.

## EDUCATION

**COLUMBIA COLLEGE CHICAGO** — B.A. Television Post-Production  
Concentration in Motion Graphics Animation