

JOHN MCINTOSH

Motion Design | Video Production | 3D Animation



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EXPERIENCE

FREELANCE ARTIST Seattle, WA

Motion Designer / Video Editor, June 2005 – Present

- Work directly & indirectly with clients & agencies, in person and online in various roles and capacities.
- Research, develop, then implement necessary production pipelines for a variety of needs & platforms.
- Prepare and present work in a variety of stages in multiple resolutions for client feedback & approval.
- Clients include Amazon, Best Buy, Honda, Socrata, Target, T-Mobile, Microsoft, and Perkins Coie LLP.

POP Seattle, WA

Motion Designer, 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.
- Created a modular video system that was used to quickly build out similar sections for each video.
- Also animated looping backgrounds for the website of the Nintendo 3DS game, Fire Emblem Fates.

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 compliment 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.

POP Seattle, WA

Motion Designer, Aug - Sept 2015

- Worked with the internal team to help conceive and create a series of two animations for Target.
- Creative process included brainstorming and storyboarding with copywriters and art directors.
- Incorporated client feedback to improve creative solutions while maintaining a positive attitude.
- High profile online holiday recruitment campaign launched nationally through numerous channels.

INDIGO SLATE Bellevue, WA

Motion Designer, April 2015

- Animated a 100 second video for Microsoft's Azure Cloud Services group over a period of 10 days.
- Maintained design consistency across 15 isometric vector scenes including fake UI and transitions.

SOCRATA Seattle, WA

Video Producer / Editor, Nov 2014 - Feb 2015

- Brought in to create, edit and deliver over 20 internal, external, and partner use videos for the market world leader in cloud solutions involving open data and data-driven governments.
- Worked with their team to build out new types of video graphics across multiple types of video content, while adhering to existing brand guidelines and elevating the visual interest.
- Work included editing, typography, graphics, and filming the company CEO and VP of Product.

PERKINS COIE LLP 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 - used internally within the firm, for client use, and also for external facing sites such as Perkins' Youtube channel and perkinscoie.com.
- Shoot on a variety of cameras including the RED SCARLET-X, Sony FS700, Sony FS100, and 5Dmk2.
- Created the new Perkins Coie logo animation bumper to integrate with their brand refresh rollout.
- Post production duties included editing, color correction, greenscreening, compositing and roto.

ARENANET Bellevue, WA

Cinematics Motion Designer, Nov 2010 - April 2013

- Cinematics motion designer, animator and compositor 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.
- Build and incorporate original and in-game 2D/3D art assets - compositing high quality and cohesive shots, scenes, and sequences for multiple overarching branching storylines, cut scenes, & characters.
- Match storyboards 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.
- Balance a hard & fast work ethic with a fun & light company culture to maintain work/life balance.

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/Live, Windows Phone 7, Zune, etc.).
- Utilize 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.
- Work collaboratively & singularly amongst a multi-disciplinary team at the intersection of business, experience & technology to create rich consumer experiences that deliver on multiple levels.

MICROSOFT Redmond, WA

3D / Motion Designer, Feb 2008 – April 2009

- Work 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.
- Actively work multiple priorities & responsibilities against various time constraints, including R&D, 2D & 3D design, motion graphics, compositing, photography, simulations, white papers, conceptual proof of concepts, XNA integrations, screenwriting, talent casting & directing, 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!
- Work closely with executive producers and office staff to aid in the daily operation and general well-being of one of the most respected advertising and entertainment agencies in the business.
- 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:

Adobe Creative Suite - After Effects CC, Premiere Pro CC, Photoshop CC, Illustrator CC, Mocha CC, Cinema 4D, Cineware, 3ds Max, Element 3D, Trapcode Plugin Suite, Primatte keyer, RedCine-X Pro, Mental Ray, Lightroom, Audition, RealFlow, Touch Designer, Modul8, Unity 3D, Perforce, PC & OSX.

