

LUIS ILLINGWORTH

VIDEO EDITOR AND MOTION GRAPHIC DESIGNER

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PROFESSIONAL SKILLS

Video Editing and Motion Graphics

Professional Game Capture

Task Tracking, Planning, and Scheduling

Familiar with Waterfall, Agile and Scrum Methodologies

Documentation Maintenance

3D Modeling and Texturing

SOFTWARE

ADOBE CREATIVE SUITE

Photoshop, Illustrator, Premiere Pro
After Effects, Audition

Autodesk Maya

MS Office Suite

Word, Excel, PowerPoint

JIRA

TestRail

EDUCATION

Bachelor of Fine Arts

Interactive Design and Game Development

Savannah College of Arts and Design, Savannah, GA
January, 2013

FREELANCE CLIENTS

VIDEO EDITOR [2014 - Present]

Akupara Games

Unannounced Project

Race Cat Games

Tap Force (2022)

Pelikan13

The TakeOver (2019)

Digital Continue

Supermash (2020)

Red Bull Media House

Motion Graphics for E3 2019

ABOUT ME

Howdy! I'm a self-driven Video Editor and Motion Graphic Designer. With over seven years of experience in YouTube and game trailer producing, I'm now looking for a new adventure to help elevate unique voices and hone my storytelling craft.

EXPERIENCE

VIDEO EDITOR AND MOTION GRAPHICS

AntDude | January 2020 - Present

- **Edited** 2-4 monthly long form scripted reviews and retrospectives on games and popular media.
- **Established maintained a consistent deadlines** to meet both self imposed schedules and timetables of video sponsors.
- **Created unique motion graphics** to enhance and elevate storytelling.

QUALITY ASSURANCE TESTER

Vicarious Visions | June 2020-December 2021

Tony Hawk's Pro Skater 1+2 (2020) | Diablo II: Resurrected (2021)

- **Tested PC and Console builds** to uncover and document bugs.
- **Planned Test Runs and estimated runtimes** as a QA game feature lead.
- **Produced thorough reports** detailing findings and recommended resolutions.
- **Communicated closely with developers** to isolate root causes of defects.
- **Assessed risk and prioritization of issues** that could potentially fail console release certification.
- **Maintained documentation** of quality assurance procedure .

VIDEO EDITOR AND MOTION GRAPHICS

DidYouKnowGaming? | September 2015 - June 2020

- **Edited** weekly videos for DidYouKnowGaming? and its family of shows.
- **Wrote and maintained a Style Guide** to keep videos consistent among staff.
- **Proof read and cross referenced research** and facts for utmost accuracy.

FREELANCE VIDEO EDITOR AND MOTION GRAPHICS DESIGNER

Frederator Networks | August 2017 - June 2020

Get in the Robot, The Leaderboard, Channel Frederator.

- **Created Videos and Motion Graphics** for YouTube programming.
- **Reviewed and exported versions of videos** that would be compatible with streaming services like VRV.

VIDEO EDITOR AND CAPTURE ARTIST

Gears for Breakfast | August 2018 - October 2019

A Hat in Time (2019) | A Hat in Time: Nyakuza Metro (2019)

- **Edited game trailers** for additional content in A Hat in Time.
- **Created multiple versions of trailers** for PC and Console that adhere to regional and global certification standards of Sony and Nintendo.
- **Sequenced game capture** with development builds and development tools.
- **Coordinated and choreographed** gameplay capture sessions with development staff.