

Nathaniel Briner

Motion Designer / Creative Graphic Designer / Digital Marketing

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SKILLS

- Adobe Creative Cloud
 - After Effects, Illustrator, Photoshop, Premiere Pro, InDesign
- FinalCut Pro and Apple Motion
- Full Production Flow and Management
 - Pre-Production: Storyboards, Style Frames, Script Writing, Animatics
 - Production: Videography, Audio Recording
 - Post-Production: Editing, Sound Mixing, Rendering and Exporting

EXPERIENCE

Zimmer Communications - *Creative Content Specialist* MAY 2021 - PRESENT

- Developed and fully produced motion graphics for all visual mediums of marketing
- Translated scripts and storyboards into engaging and clear video content
- Maintained steady flow of content creation with quick turnaround times
- Initiated new creative ideas for content between projects
- Provided constructive feedback for design across the company

Newsy - *Motion Graphics Producer* SEP 2017 - MAY 2021

- Created 5+ motion graphics per week (totaling over 200) with tight day-of deadlines for live television
- Collaborated with journalist to translate complex concepts into educational visualizations
- Fully developed projects in less than 8 hours
 - Stories varied drastically each day due to journalism, requiring fast and proactive learning
 - Conceptualized each visual idea and storyboard within an hour or less
- Designed characters, landscapes and soundscapes
- Developed reusable styles and designs for recurring pieces
- Maintained reliable workflow for journalists to communicate their ideas
- Instructed graduate and undergraduate journalism students in animation software and fundamentals

EDUCATION / CERTIFICATION

University of Missouri, Columbia, MO - AUGUST 2014 - MAY 2017

Digital Storytelling – (74 credit hours and Capstone completed)

School of Motion - JULY 2019

Animation Bootcamp