

# JOSEPH SEIFERT

## SENIOR MOTION GRAPHICS DESIGNER

### + EMPLOYMENT

- 2016 – 2019 **SONY PLAYSTATION**  
**Senior Motion Graphics Artist**  
 Created multiple motion graphics projects in partnership with Producers, Editors, Creative Designers and others on the Sony Interactive Entertainment team.

  - Assigned creative lead on multiple high profile projects
  - Delegated tasks when dealing with overlapping timelines/deadlines
  - Designed templates that allowed for flexibility and rapid changes
  - Worked closely with IT teams to problem solve and troubleshoot
- 2015 – 2016 **FLOW PRODUCTION & POST**  
**Motion Graphics & Storyboard Artist**  
 Collaborated with internal and external production teams while creating vector based artboards, as well as transformed complex learning concepts into motion graphics.

  - Demonstrated strong knowledge of layout, timing and typography
  - Oversaw all post-production to final video approvals
  - Helped improve workflow and promoted best practices
- 2014 – 2015 **BRDG Studios**  
**Projection Map Content Creator**  
 Used projection mapping to build cutting edge experiences for retail environments, art galleries, live entertainment, and corporate presentations.

  - Designed XCOMP templates based on physical measurements
  - Learned pipelines to interface with WATCHOUT based systems

### + LIVESHOW EXPERIENCE

- SIE **E3**  
**Sony PlayStation Live Animator**
- SIE **PlayStation Experience**  
**Sony PlayStation Live Animator**
- SuiteSpot **Dreamforce**  
**Salesforce Livecast Operator**
- BRDG **BET Soul Train Awards**  
**Liveshow Content Creator**

### + EDUCATION

- MEDIA ARTS & ANIMATION - B.S.**  
**School of Animation**  
 Art Institute of Philadelphia

### GET IN TOUCH:

-  **Website**  
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### + KNOWLEDGE

|                     | average  | good | skilled |
|---------------------|----------|------|---------|
| Cinema 4D           | ●●●●●●●● |      |         |
| X - Particles       | ●●●●●●●● | ●    |         |
| After Effects       | ●●●●●●●● |      |         |
| Trapcode Particular | ●●●●●●●● |      |         |
| Illustrator         | ●●●●●●●● | ●    |         |
| 3D Studio Max       | ●●●●●●●● | ●    |         |
| Premiere            | ●●●●●●●● | ●    |         |
| Unity 3D            | ●●●●●●●● | ●    |         |
| Projection Mapping  | ●●●●●●●● | ●    |         |
| Template Building   | ●●●●●●●● |      |         |
| Photoshop           | ●●●●●●●● | ●    |         |
| UVW Mapping         | ●●●●●●●● | ●    |         |
| Video Formating     | ●●●●●●●● |      |         |

### + PROFESSIONAL SKILLS

|                           | average  | good | skilled |
|---------------------------|----------|------|---------|
| Live Show Operator        | ●●●●●●●● |      |         |
| Team Management           | ●●●●●●●● | ●    |         |
| Pipeline Optimization     | ●●●●●●●● | ●    |         |
| Project Leadership        | ●●●●●●●● |      |         |
| Technical Troubleshooting | ●●●●●●●● | ●    |         |

### + ASK ME ABOUT THAT ONE TIME

-  I ACCIDENTALLY CREATED BORAT
-  MISSY ELLIOT ROBBED ME
-  I PROJECTION MAPPED A WEDDING CAKE
-  ALL YOUR BASE ARE BELONG TO US