

Motion Graphics
shauncharity.com

me@shauncharity.com
phone | 415.341.4710

Experience

WC+A

Sr. Motion Graphics Designer

March 2021–Present

Production of on-air promos, cut downs, social media posts and OOH placements for Pluto TV. Post production and editing original spots for IMAX; comprised of creative adaptations for localization and many canvas sizes. As a creative partner for Snapchat tasks ranged from re-purposing campaigns to creating user-focused original assets for a wide range of brands. All clients required an attention to detail, adhering to various technical specs and quickly implementing creative solutions.

Ubisoft Entertainment Sr. Motion Graphics Designer

March 2013–June 2019

Daily projects included trailer finishing, animated social media assets, end card design, projection mapping for events, and supporting the Creative Services team. Q.C. oriented environment, focusing on workflow improvements, managing freelance editors/artists, and executing same day turnaround on multiple assets.

CBS Interactive Motion Graphics

August 2007–September 2012

Responsible for design and execution of graphics packages for CNET TV. Other duties ranged from outdoor media, front-end design for CBSNews.com, and production throughout the CBS Interactive brand network.

Education

Bachelor of Fine Arts in Computer Arts, New Media

Academy of Art University | San Francisco, California

Associate of Fine Arts

State University of New York at Rockland | Suffern, New York