

# LUKE HIGGET

MOTION GRAPHICS & VIDEO EDITING SPECIALIST

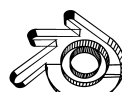
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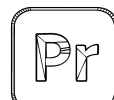
AFTER EFFECTS



BLENDER



CINEMA 4D



PREMIERE



PHOTOSHOP



ILLUSTRATOR

## ABOUT ME

As a versatile post-production specialist with over 14 years of experience in motion design, video editing, and interactive media, I have honed my skills in delivering high-quality motion content for various industries, including corporate media, esports, and luxury tech brands. My ability to take the reins of projects from concept to completion has allowed me to provide exceptional work that exceeds client expectations.

Taking a bespoke approach to each project, I am committed to delivering work that is tailored to the unique wants and requirements of my clients. My dedication to expanding my technical skillset and staying up-to-date with the latest industry trends has allowed me to consistently produce work that engages, informs, and entertains across 2D, 3D, and interactive workflows. With a strong focus on professionalism, creativity, and high-quality output, I am proud to deliver exceptional work that impresses clients and helps reach their goals.

## SKILLS

Windows, Mac & Linux

Adobe Creative Suite: After FX, Premiere, Photoshop, Illustrator, Audition, Blender (Advanced) & Cinema 4D (Beginner), GIMP, Inkscape, Natron

Reaper, Logic, Ableton Live, Izotope RX, Proficient on Guitar, Bass & Keyboard

Audio & Vision Mixing (Mackie, Yamaha & Blackmagic), Camera Operation (DSLR & Blackmagic Camera)

Office Suite, Asana, Teams, Adobe ProofHQ, Teams, Hangouts,

## EDUCATION

AET

Award in Education & Training - 2015

De Montfort University

BA Hons 2:1

Music, Technology and Innovation - 2008-2011

## EXPERIENCE

### HH GLOBAL LTD | GLOBAL MARKETING AGENCY

#### Motion Graphics Designer | Oct 2022

Mid-weight motion designer responsible for the creation and adaptation of a large variety of Samsung motion assets as part of a large team working remotely.

Responsibilities included:

- Motion asset creation and adaptation across retail and social channels for phone retailer Samsung. (Digital screens, billboards, social ads, branded content for partners Argos, Currys .etc)
- Editing of Samsung video content from camera shoots creating show reels and short-mid form video content.
- Responsible for the creation and adaptation of motion content played across the huge screens at Piccadilly along with training other motion designers to accomplish this.
- Secondarily responsibilities include working on further motion content for HH Global's large network of business partnerships and creating high-quality 3D product shots for the likes of San Miguel and Scholl.

### BELONG UK | UK & US ESPORTS GAMING BRAND

#### Video Editor and Motion Graphics Specialist | Oct 2022

As the sole motion graphics member of staff in the company I was responsible for the creation and delivery of any animated and live-action video content released from this energetic and stylish customer facing brand.

Responsibilities included:

- Motion asset creation across retail, social and live streaming channels. (Digital menus, billboards, social ads, branded content from Sony, Xbox .etc)
- Camera operation and video editing for events including trailers and esports roundup content covering multiple titles.
- Creation of fully 3D animated short form trailers covering storyboarding, modelling, animation, compositing, sound design and music.

#### NOTABLE BRANDS I'VE WORKED WITH



Google SAMSUNG



GAME



### DREAMTEK LTD | PRODUCTION AGENCY

#### Post-Production Supervisor and Motion Graphics | Oct 2022

Working for production, live broadcast and studio installation agency Dreamtek Ltd as a senior production team member:

Responsibilities included:

- Sole management and creation for myriad of videos ranging from 15 second high-end animations to long form multi-cam presentation.
- Supervision of editing staff for large events and educational projects with 50+ video output requirements.
- On-site live event experience as streaming technician, graphics supplier, sound engineer and camera operator.
- Developing and delivering VR and 360 video projects including stitching footage, creating innovate VFX overlays and creating interactive prototypes in the Unity engine.

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## NOTABLE PROJECTS

### HH GLOBAL

<p><b>SAMSUNG</b></p> <p>Mother's Day Piccadilly Screen Takeover   Mar 2024</p> <p>Motion graphics, compositing, bespoke specs and deliverables.</p>	<p><b>SAMSUNG</b></p> <p>October Overdrive   Sep 2023</p> <p>Motion graphics, implementation of 3D graphics into adaptation work.</p>
<p><b>SAN MIGUEL</b></p> <p>3D Product Renders for Updated Summer Offer   Jan 2024</p> <p>Assisting Creative 3D Lead: 3D Modelling, uv unwrapping, texture editing.</p>	<p><b>SCHOLL</b></p> <p>3D Product Renders for Scholl Store Displays   Nov-Dec 2023</p> <p>3D Modelling, UV unwrapping, lighting and compositing.</p>
<p><b>SAMSUNG</b></p> <p>Mall Hoarding 3D Concept   June 2023</p> <p>3D modelling and animation from concept designs for hoarding proposal.</p>	<p><b>SAMSUNG</b></p> <p>Atrium Event HH Global for Samsung Motion Reel   Apr-March 2023</p> <p>Motion design and direction as part of a team of three. Displayed at Samsung HQ.</p>

### BELONG GAMING ARENAS UK

<p><b>BELONG</b></p> <p>Sheffield Serpents Reveal Trailer   Jun 2022</p> <p>Motion graphics, 3D modelling, rigging, animation and sound design.</p>	<p><b>BELONG</b></p> <p>What is Belong? Trailer   Apr 2022</p> <p>Video editing, motion graphics and sound design.</p>
<p><b>BELONG</b></p> <p>Franklin Phantoms Reveal Trailer   Dec 2021</p> <p>Motion graphics, 3D modelling, rigging, animation and sound design.</p>	<p><b>BELONG</b></p> <p>US Launch Trailer   Sep 2021</p> <p>Video editing, motion graphics, music production and sound design.</p>
<p><b>BELONG</b></p> <p>UKIN Livestream Highlight Reel   Nov 2020</p> <p>Video editing from long form game streams, motion graphics.</p>	<p><b>BELONG</b></p> <p>Arena Clash 2020 Stream Opening Trailer   Feb 2020</p> <p>3D animation, modelling, motion graphics and sound design.</p>

### DREAMTEK LTD

<p><b>JAGUAR LAND ROVER</b></p> <p>Global Technician of the Year Award Highlight Reel   Oct 2019</p> <p>Full video editing, sound design and motion graphics responsibilities.</p>	<p><b>FACEBOOK</b></p> <p>Singapore Maker Day Sizzle Reel   Aug 2019</p> <p>Additional motion gfx and adaption for pre-edited video.</p>
<p><b>RED BULL</b></p> <p>World of Warcraft Expansion Release Event Stream   Oct 2019</p> <p>Full video editing and motion graphics responsibilities.</p>	<p><b>GOOGLE</b></p> <p>Iguzzini Promotional Video   Dec 2018 - Feb 2019</p> <p>Full video editing, sound design and motion graphics responsibilities.</p>
<p><b>GOOGLE</b></p> <p>Interactive 360 Promo Pitch   May - Aug 2018</p> <p>Assistant production, research and Unity development.</p>	<p><b>LEARNING TECHNOLOGIES</b></p> <p>Cam Op and Post-Production Supervision 2014-2019</p> <p>Annual management of an editing team to create over 130 deliverables for a large scale corporate conference.</p>

## PERSONAL PROJECTS

<p><b>G-FORCE SOFTWARE</b></p> <p>GForce 0B-E Product Showcase   Mar 2022</p> <p>3D modelling, 2D and 3D animation and motion graphics.</p>	<p><b>SOCIOS</b></p> <p>Animation Proposal Piece   Sep 2022</p> <p>Part of a job interview pitch. 3D modelling, animation and motion graphics.</p>
<p><b>NOISY NOTES</b></p> <p>Arabian Suite Nutcracker Animation  </p> <p>3D modelling and animation. Played alongside a live orchestra for hundreds of children.</p>	<p><b>BEHANCE PORTFOLIO</b></p> <p><a href="#">Click here to visit my Behance profile.</a></p> <p>As an alternative to my web site browse earlier projects on my Behance.</p>