

Preston Schulz
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Storytelling Media Freakazoid

I am a designer who uses VFX, motion graphics and other related skills to create clean, effective, and responsive media and experiences with interests specializing in motion design, non linear editing, and storytelling.

Software I Love to Use: Unity, PopcornFX, Adobe Creative Suite (After Effects, Photoshop, Illustrator, Media Encoder), Final Cut Pro, Cinema 4D, Logic Pro, Google Web designer.

Skills in Said Software: Animating, editing, compositing, and 3D/lighting/camera manipulation in After Effects, as well as chroma keying. Editing in video production software such as Final Cut Pro and encoding/uploading for use on the web. Advanced knowledge of 3D motion graphics using Cinema 4D. Highly self motivated and works well in teams. Has experience working under deadlines and pressure, and always strives to learn.

Fun Times With The Above Stuff:

VFX Artist at Trion Worlds -Redwood Shores, CA.....02/2017- NOW

Working on the Atlas Reactor game development team to create bright, eye-popping vfx with an emphasis on fast paced and fun character based storytelling through action.

- Develops vfx using PopcornFX and Unity
- Collaborates with game artists such as animators, concept artists, and character modelers to make each character unique and still a part of the Atlas Reactor brand.
- Work with engineers to develop the programming required to make certain visual effects aspirations possible.
- Communicate with producers and game designers to deliver correct and working game assets on time for content release.
- Use a myriad software like Photoshop, Illustrator, and Maya to create meshes, animations, flipboards, textures, and more to help make truly unique and thematic vfx that are one of a kind.

Motion Graphics/Post Production Trion Worlds - Redwood Shores, CA....05/2014 - 02/2017

Motion Graphics/Post Production Design: Working in the video department with the goal of creating entertaining and thought provoking video content to showcase Trion Worlds' games in the realms of marketing and community based platforms.

- Creates original videos for marketing using latest graphic and video creation tools, for Use on the web and in game.
- Capture, record, and edit in-game footage for use in trailer and in game cinematics.

- Design static and motion graphic/video banner ads for multiple agencies in multiple languages.
- Create motion graphics for the Trion brand as well as its properties (logo builds, lower thirds, etc.)
- Use proprietary software to render and produce high quality video and image assets for use by the design and video teams.
- Assist in writing full scripts for video projects, such as trailers for Defiance, Rift, and Trove game titles. Also collaborated in writing a game trailer with Blur Studios.

Lead Motion Graphics Designer at PlayNext Inc. - Santa Clara, CA.....03/2012 - 05/2014

Worked with marketing, production, release, and engineering teams to use motion graphics and video as a means of guiding users to Aeria Games/PlayNext products. Some duties and achievements include:

- Re-Purposing the standard Aeria Games' image carousel to feature striking video animations, as well as adding motion graphics accents to Aeria Games' websites and landing pages.
- Responsible for fast, high quality production of trailers involving non linear editing and motion design.
- Producing for assets for web and marketing such as web banners (static and video), landing pages, posters, emails, etc.
- Designing templates for certain video/motion projects for widespread use across Aeria Games/PlayNext internationally.
- Working very closely with multiple teams to deliver art assets to be featured in mobile apps, mobile and PC games, and on the web.

Motion Graphics Intern at MTV Networks - New York,NY.....01/2011-04/2011

Worked under the guidance if MTV Network's graphics and video production professionals in a wide range of duties, all of which were critical in the development process of projects for profile clients.

- Chroma keyed a wide range of video clips ranging widely in production quality.
- Developed, formatted, and placed title frames and lower thirds for interview footage.
- Participated in research and development for various video and production redesigns.
- Animated/edited special text and graphic sequences for the Ogilvy Awards.

Edumacation:

B.A. Fine Arts specializing in Media Arts at University of Montana, Missoula MT.....2007-2011.

Courses completed in: Adobe Creative Suite (After Effects, Photoshop, Illustrator, InDesign, Media Encoder, Dreamweaver, Flash, Premiere), Final Cut Pro, Logic, Maya.

Self taught in: Cinema 4D, Google Web Designer, Twitch Live-streaming, Podcasting, Mac and PC OS, various game SDK's, anything else I can get my hands on!

Portfolio:

prestonthings.com

References:

Scott Mathews - Trion Worlds Inc. - smathews@trionworlds.com

Steve Joves - Aeria Games - stevejoves@gmail.com

Miguel Zuleta - Level Studios - miguelzuleta8@gmail.com