



Emerson Waite

-Multimedia Designer

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GOAL

To deliver motion graphics, cutting edge 3D content and on-trend 2D graphics to clients active in a range of industries. This includes marketing, advertising, vfx houses, print media purveyors, software developers, television production and editing houses.

SKILLS

- Selects and combines software packages for efficient and effective pipeline
- Develops marketing, brand vision, and demographic interests
- Personal online tutor for both After Effects and Maya
- Learns new software packages quickly to enable new workflow options
- Selects appropriate video codecs for effective delivery on multiple platforms

EDUCATION

AAS degree—Digital Animation and 3D Design
Brookdale Community College, New Jersey
Graduated May, 2014

SOFTWARE

Adobe Creative Suite

After Effects

- **Motion Graphics**—designed intro bumpers for promotional web series
- **Compositing/General Video Editing**—worked on composites in industry-standard styles, including cinematic and advertising aesthetics
- **Integration of 3D Assets**—combined Cinema 4D render passes with live backplates, tracked and replaced real world objects
- **Trapcode Suite**
- **Video Copilot Element 3D**
- **Red Giant Packages**

Photoshop

- **Photomanipulation and GFX**—designed banner graphics for web pages, as well as general web page layout
- **Photography-Specific Lighting and Tonal Adjustment**—worked on portrait photography touch-ups as well as look development for a film-style piece

Muse—combined with custom tools to design portfolio site

Illustrator

Lightroom

3D Animation and Modeling

Autodesk Maya

- **3D Modeling**—efficient low-poly or detailed high-poly work
- **Texturing**—photorealistic results through workflow with other software, mainly mudbox and the new Quixel Suite
- **Lighting and Rendering**—advanced duplication of real world lighting scenarios, and artistic lighting/rendering setups
- **Rigging and Animation**—used Maya's rigging tools and workflow options for character and mechanically-based rigging

Cinema4D

Mudbox

zBrush

Final Cut Pro 7

Also developed projects using:

Avid Media Composer, InDesign, Realflo, Blender

