



Calvin Mo

Motion Graphic Designer

WORK EXPERIENCE



Blizzard Entertainment

Jun 2023 - Present

Freelancing as a Content Creator Designer in the Creative Marketing Services department. Main objective of my role is to provide supporting artwork for the launch campaign of a new mobile game that will be announced Q4 of 2023. Responsibilities involve game capture via Unity, video editing, sound design, motion graphics, and static design for assets posted to social media, app store banners and video trailers, and internal hosts site such as Battle.net.



The CW Network

13 yrs 4 mos

- **Creative Director**

Sep 2020 - Dec 2022

Generate title design concepts in tandem with editors/producers for new show launch campaignst. Understanding marketing initiatives, story arcs, and target audience. Recent Creative Direction for shows include: All American: Homecoming, Superman & Lois, Walker, Kung Fu, The Winchesters, and Walker: Independence.

- **Art Director**

Sep 2019 - Aug 2020

Provide Art Direction on all new On-Air Graphics launch campaigns for The CW network's primetime shows. Supplemented design and animations for 360 campaigns ranging from animated keyarts on social platforms, outdoor multi-panel plaza displays, and broadcast/social media promo trailers. Lead design packages include: All American Season 1 and Batwoman Season 1.

- **Senior Broadcast On-Air Motion Designer**

Sep 2009 - Aug 2019



Freelance Motion Designer

Skip Film

Mar 2009 - Sep 2009

Worked with editors providing graphic support for trailers consisting of compositing VFX and title cards for theatrical and television shows. Clients include RSA Films, Disney, CBS, and Fox Sports



Senior Motion Designer

Deluxe

Mar 2007 - Mar 2009

CONTACT



Broadcast portfolio
www.jux2poze.com



Social Media portfolio
www.instagram.com/jux2poze



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SOFTWARE and CLIENTS

Adobe After Effects

Maxon Cinema 4D

Adobe Photoshop

Adobe Premiere

