

OMAR GAITAN



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Video Editor & Motion Designer

SUMMARY

Innovative designer with over 14 years experience in computer graphics, photography, social media and digital multimedia with expertise in sound, image, motion, interactivity, and interface design. Creative self-starter with keen visualization and conceptual skills to bring raw ideas into functional, effective and inspiring realities for brands. Excellent communicator with strong technical writing and presentation skills in English and Spanish. Results-focused team player with a positive attitude and aptitude for completing projects ranging in scope from small to a large, while meeting tight deadlines and adhering to strict budgets.

SKILLS



3D Modeling

Rendering & Animation

Integrating Media

Visual Effects Editing

Pre-Press & Printmaking

Audio Editing

Sound Design

Graphic Design

Motion Graphics

Brand Development

Pre & Post Production

Bilingual: English & Spanish

APPLICATIONS

Adobe Photoshop

Adobe Premier

Adobe Illustrator

Adobe After Effects

Final Cut Pro

MAYA

Soundtrack Pro

Microsoft Office

Sketch UP

Avid

Adobe InDesign

MAC & PC

JOB EXPERIENCE

SOMOS TV

APR 2018 - Present

Senior Editor

- Edit/create motion graphics for educational interstitials for multiple social media platforms (using illustrator, after effects, premier, and photoshop)
- Edit/create promotions for programming according to production guidelines
- Create story boards for Multi-platform (social media, linear, web, YouTube)
- Capture and edit new material
- Record voice overs
- Convert video material to Mpegs as required for Linear channels
- Color correcting

EQUIFLOR – Rio
Roses
OCT 2017 - APR 2018

Multimedia Designer

Performed as video editor and graphic designer for the marketing department. Had part of creating Multi-media platforms such as Website, online marketing including Electronic Campaigns on Mailchimp and social media platforms like YouTube, Instagram and Facebook. Completed several creative and promotional video pieces for clients from pre to post production for different types of media. Design advertising material including banners, flyers, posters, and promotional catalog for Conventions and sales team.

AREAS USA,
July 2016- JAN 2017

Graphic Design Coordinator

Build final product for all video & print content as a sequence consisting of shots from raw camera footage, dialogue, sound effects and graphics. Create visual concepts, using computer software, to communicate ideas that inspires, inform, or captivate consumers. Develop the overall layout and production design for advertisements, brochures, magazines, and corporate reports.

SYSTEMAX - TigerDirect
DEC 2014- FEB 2016

Production Manager

Skillfully managed the development and production of video and media content, facilitating the transmission of all online and live streaming videos, and TV and radio advertising to drive brand development and web site traffic growth. Managed a creative team of 8 individuals responsible for copy writing, productions and editing.

SOMOS TV
MAY 2012- DEC 2014

Channel Manager

Worked with footage for scripted TV shows, documentaries, featured films, sales tapes, professional training videos and advertisements for over 40 shows, some including Dr.Seuss, Paddington the Bear and Dive Olly Dive. Mentored 2 interns in video editing, audio recording and provided guidance on multiple projects from start to finish.

TV Editor

Transformed raw footage filmed on set TV shows including Bali, Guess with Jess, Sam Sam and Semillitas into polished final product ready for broadcast, using multiple pieces of software to mix video footage with audio, Music, sound effects, and special effects.

EDUCATION

FULL SAIL UNIVERSITY
JAN 2012

MEDIA DESIGN MFA

The Media design MFA program provides an in depth look at design and the role it plays in bridging the gap between the creative studio and the boardroom. Concepts including research, client communication, and team dynamics.

PENNSYLVANIA STATE
DEC 2008

NEW MEDIA BA

The New Media area of the school visual arts focuses on the creation, authoring, exhibiting and critique of multimedia artworks. Exploration and experiment with diverse applications of new media with an emphasis on integrating digital processes with current studio practices in two, three, and four-dimensional art and design.