

CALVIN FINGER

MOTION DESIGNER

PORTFOLIO

calvinmotion.ca

INSTAGRAM

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LINKEDIN

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Hi there!

I am a Motion Designer with a strong foundation in design that lets me develop visually exciting pieces that engage audiences and perform for their clients. Through my work experience and extensive education I'm able to execute projects efficiently under tight deadlines and solve challenges with creative enthusiasm. In my work I leverage my natural curiosity to explore new techniques, keep up with current design trends and production methods. I am a positive person who is passionate about mastering motion and loves working together with creative people to create awesome results.

Software Skills

After Effects

Animate

Premiere

Photoshop

Illustrator

Indesign

Cinema 4D

Blender

Key Skills

CREATIVE DIRECTION

ART DIRECTION

MOTION DESIGN 2D/3D

TRADITIONAL ANIMATION

STORYTELLING

GRAPHIC DESIGN

COLLABORATIVE TEAM MEMBER

GAME DESIGN

WORK EXPERIENCE

Microsoft - Yammer

Montreal, QC

Motion Designer

Oct 2021 - Jan 2022

- Produced and directed two motion pieces for Microsoft Yammer featuring motion design and mixed media storytelling.
- Both projects were focused UI animation as well as creating a narrative to connect with audiences.

Wildbrain - Sonic Prime // Blaze and the Monster Machines S6

Vancouver, BC

AFX Compositing Artist

Jun 2021 - Jan 2022

- Produced and created motion assets for the show "Blaze and the Monster Machines" Season 6 and Sonic Prime. Working closely together with directors and other departments to create high quality animations of that integrate with the show.

Slap Happy Cartoons

Vancouver, BC

AFX Compositing Artist

Feb 2020 - Jun 2021

- Responsible for assembling the show, bringing together assets from other artists as well as coordinating with co-workers and directors.
- Focus on technical and creative problem-solving to bring the directors and stakeholders vision to life. High degree of organization and quality control.

Ballistic Arts Media Studios inc.

Vancouver, BC

Motion Designer & Character Animator

Feb 2014 - Feb 2020

- Responsible for the creation and direction of motion graphics featuring 2D and 3D visuals for numerous national and international brands. Utilizing classic and modern animation, digital and analog as well as character animation for explainer videos.
- Further responsibilities included working as a graphic designer developing storyboards and artwork, working as a video editor, compositor, audio and sfx composer.

Blink, Creative Agency

Vancouver, BC

Motion Designer & Character Animator

April 2019 - Sept 2019

Produced and directed two motion pieces for Epson and ADP featuring character animation and motion design. Both projects were a multipart training series featuring mixed media.

Animagic Studios

Vancouver, BC

Motion Designer & Character Animator

Jan 2019 - Mar 2019

Created character and motion graphic animations for Uplyft Capital. This included character rigging, expressions and animation based on given instructions and client feedback.

VOX On-Air Promotion

Cologne, Germany

Motion Designer & Graphic Designer

Jun 2013 - Mar 2014

Managed projects on a biweekly basis and conformed to deadlines of the tv network. Created animated typography promoting upcoming content, developed art direction and motion.

FREELANCE Vancouver, BC

Freelance Creative Director

Vancouver, BC

Art & Motion Designer

Aug 2018 - Current

Provided Discovery and Design work towards achieving my clients goals, by evaluating their businesses and products to generate ideal solutions to connect with their audiences. This includes working with over 20 Clients with varying numbers of projects.

EDUCATION

Vancouver Film School

Vancouver, BC

Digital Design

2017 - 2018

Macromedia University of Applied Sciences

Cologne, Germany

Bachelor of Arts

2011 - 2016

AWARDS

2019 SALAZAR AWARDS

Winner - Video and Motion

2018 ADOBE AWARDS

Semi Finalist - Fine Art - Animation / Motion Graphics