

01 SELECTED SYSTEMS & AUTOMATIONS

Retail Supermarket Broadcast P&P Templates

After Effects smart templates for a national retailer that include features such as text-driven content, automatic re-sizing and spacing and swappable assets standards to meet tight approval cycles.

USYD MBA Graphics Package

A 12-course MBA graphics kit developed for a compressed schedule. Auto-resizing lower thirds, slider-driven key art, adjustable transitions. Deployed across a five-editor team.

NatGeo Lower Third Pipeline

Excel-to-After-Effects system generating nearly 100 schedule-driven, production-coded lower thirds a month. Cut a three-day manual build to roughly two hours.

FX AutoDesigner

ExtendScript system that coded the network's branding guidelines into an automated promo builder. Cut average 30-second promo turnaround from four hours to fifteen minutes.

02 EXPERIENCE

Creative Technologist & Motion Designer

Freelance

Feb 2016 – Present

- Deliver motion graphics and art direction across broadcast, digital, print and large-format specialty screens
- Design and build templates, systems and automations for broadcast, agency and in-house production teams
- Teach production workshops in university and corporate settings on a variety of topics (JavaScript/jQuery, Cinema 4D, After Effects, Premiere Pro, HTML5)
- Selected clients: Google, Cisco, Palo Alto Networks, American Express, Canon, Toyota, ABC, Qantas

Creative Technologist

University of Sydney · Business School, Learning Innovation Office

Apr 2024 – Present

- Build and maintain the motion graphics systems underpinning the editorial pipeline, supporting five producer/editors and two support staff in an 11-person team
- Develop automations for the office's project management system
- Research, assess and test emerging production technologies (including AI) against real pipeline requirements before adoption

Editorial & Graphics Officer

University of Sydney · Business School, Learning Innovation Office

Jul 2019 – Apr 2024

- Built and maintained reusable template libraries and bespoke motion graphics for various teams and courses
- Developed custom classification and workflow systems for project managers

News Graphics Production Manager

Seven News Sydney

Jun 2015 – Feb 2016

- Ran a team of 13 designers producing graphics for daily news bulletins, directing design and liaising with producers and reporters
- Coded custom software to automate standard assets, freeing up the team for more complex and custom work

Senior Designer

National Geographic Channel & FX Australia

Jul 2012 – Jun 2015

- Designed and produced original artwork for broadcast, print, outdoor and digital across four core channels and advertising partners
- Built the automation systems above and brought PR kit development in-house
- Major campaigns included The Walking Dead, Cosmos, Justified, Wayward Pines, Vikings and Da Vinci's Demons

03 TECHNICAL SKILLS

PIPELINE & AUTOMATION

ExtendScript / Adobe JSX, Essential Graphics / MOGRT Templates, expression-driven animation and rigs, data-driven template builds (CSV and spreadsheet ingestion), render and delivery automation, workflow automation (n8n, Make), zxp deploymentv

CODE

JavaScript, HTML5 / CSS, Python, Processing

DESIGN & PRODUCTION

Broadcast and brand motion, art direction, design for large-format and non-standard screens, Lottie animation, After Effects, Premiere Pro, Cinema 4D, Blender, Photoshop, Illustrator, InDesign, Figma, Rive

04 EDUCATION

Master of Interaction Design and Electronic Arts (Honours)

University of Sydney

BFA Visual and Media Arts (TV/Video)

Emerson College

Master of Film and Digital Imaging

University of Sydney

BA Writing, Literature and Publishing

Emerson College