

TIMES SQUARE CHURCH

Motion Graphics Designer | Job Description

Department: Creative

Direct Oversight: Digital Media Director

Key Relationships: Creative Director, Digital Media Director, Production

Qualifications

- Strong follower of Jesus Christ
- A portfolio that showcases a variety of motion design skills, with an emphasis on thoughtful, conceptual design and typographical excellence
- High level proficiency with Adobe CC programs; After Effects, Illustrator, Photoshop, AE Plugins/Scripts (Blender, Unreal, Nuke and any other skills relevant in motion design and editing programs is a plus)
- An understanding of storytelling, camera moves, timing and flow in animation.
- Strong knowledge of social media, design aesthetics and video
- A designer's eye. Able to work within brand guidelines and create original looks and styles (Design, layout, typography and color theory)
- Conceptual thinker and visual problem solver
- Bring a high level of creativity, attention to detail and efficiency while working on multiple projects simultaneously
- Excellent communication skills, able to receive feedback and take direction.
- Able to work in a fast-paced, deadline-driven, team environment
- Excellent organizational skills
- Ability to draw/sketch and storyboard is a plus
- Familiarity with filming and editing is a plus

Day to Day

(Includes, but not limited to the following)

- Responsible for creating complex animated graphics, kinetic typography and video post production
- Responsible for design, creation of assets, bringing them to life, modeling, animation, outputting and delivering high quality and innovative motion graphic content
- Prep design plans and storyboards, concepts and layouts for motion graphic projects and directly consult with others in the conceptualization of a project

- Design and create engaging motion graphics for video deliverables (film projects, event promotions, website, service content, etc.)
- Work with content and creative teams to understand project scope and objectives.
- Contribute to collaborative brainstorming and concept development
- Prepare design plan, concept and layout for motion graphic projects
- Assist in selecting audio, video, colors, animation, etc. for graphic design
- Work with editors and add effects/elements to enhance motion graphics
- Work with editors and other designers to resolve technical and/or design issues
- Maintain and follow best practices for versioning control, naming convention and organization of graphic files
- Demonstrate continuous curiosity, knowledge and enthusiasm for motion graphics and stay up to date on creative trends and design best practices
- Create ideas and concepts that evolve into fascinating visual solutions
- Present and have a strong position on designs
- Create work that raises the design bar for clients

Culture Standards

- Has a positive, fun, and enjoyable attitude
- Enjoys working hard and optimistic about challenges
- Teachable and open to asking for feedback regularly
- Focused on the development and discipleship of others
- Creates a feeling of belonging on the team and fosters open dialogue
- Responds to emails, texts, and other lines of communication promptly
- Effectively communicates process, progress, and results
- Can facilitate effective brainstorming
- Has a sense of managing the creative process
- Develops new and unique ideas
- Has good judgment about which creative ideas will work in the church setting
- Sets objectives and goals
- Concentrates his/her efforts on the more important priorities and manages time well
- Anticipates and adjusts for problems and roadblocks
- Not fearful of acting with minimal planning