



Alex George

Motion Graphics Designer & Compositor

Allow me to introduce myself

I'm a motion graphics designer, compositor, and editor with extensive experience in production and post-production.

Experience

Motion Graphics Designer - Freelance

1991 - Present

Create professional quality 2D/3D animation, composite work, and edit video/audio for corporate video productions. Highlights include:

McDonald's Over a 10-year period, created thousands of animated titles and graphics for training, shareholder meetings, and public consumption. Continually met the need for new, creative designs while closely adhering to brand requirements.

United Airlines Worked closely with directors and editors to create animated elements for a wide range of productions. Simulated realistic damage to planes and vehicles for safety training. Repaired shots included changing clothing color, replacing dangling lanyard ids, and removing unwanted earrings - all saving the expense of reshooting in busy airport terminals.

NASA Under a tight deadline, animated a series of shots for SOFIA (Stratospheric Observatory for Infrared Astronomy), which demonstrated the operation of a highly advanced telescope in a modified commercial jet.

The 2021 MLB All-Star Game Open Created 40 vehicle composite shots on location for an intense game start deadline.

Theme Park Visualization Possibly the first in the industry to utilize 3D animation for ride visualization. Created "The Mayan Treasure" ride visualization video for Ride & Show Engineering which premiered as the only such presentation at the 1999 International Association of Amusement Parks and Attractions convention. The video's unique presence generated large-scale projects for the company.

360 Video Created 360 rendered sets and set elements that helped tell stories and enhance musical performances for Miller Creative.

Producer - Channel 6 TV, Elk Grove Village, IL

1986 - 1991

Produced several weekly shows for a local television station. Required to wear virtually every hat: write, direct, host, interview, build sets, light, shoot, and edit. Directed and shot a World War II documentary on location at Wake Island which received accolades from the US Marine Corp.

Education

School of the Art Institute of Chicago

Animation, Student at Large

1989 - 1991

Columbia College, Chicago

Film & Video, BA

1980 - 1984

Website/Portfolio

www.ByGeorgeYouveGottIt.com

Contact

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Skills

Storytelling

2D/3D Motion Design

Compositing & Keying

Visual Effects

Video & Audio Editing

Brand Adherence

Studio & Location Prod.

Lighting & Composition

On Camera & VO

Interviewing

Key Software

After Effects

Premiere Pro

Photoshop

Lightwave 3D

Interests

Filmmaking

Classic Film

Theme Parks

Tarot

Pictured: a 3D render of the Forevertron, the world's largest scrap metal sculpture.