

MIKE CLINGER

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EDUCATION

Ball State University

BFA in Electronic Art and Animation

Graduated May 2007

EXPERIENCE

Contracted Freelancer

June 2012 - Present

- From conceptualizing and executing visuals for barebones scripts to creating 3D visualizations for unproduced products, my work has run the gamut of pre-and-post production.
- Maintained multiple clients for 10+ years through clear and regular communication and always delivering early.

Motion Graphic Artist, Editor

New Honor Society / a BBDO Company (St Louis, MO)

July 2024 - Present

- While juggling 4-8 projects at a time, my roles include animating bite-sized videos for social, editing flagship OLVs, and compositing VFX.
- Expanded my knowledge of generative AI such as Runway and Eleven Labs to facilitate my creative process and output.
- Mentored team members, helping to improve After Effects skillsets and workflow process efficiency.
- Dove back into Cinema 4D and learned the Octane and Redshift render pipelines.
- Clients include Logitech, ZYN, Microsoft Education

Motion Graphic Artist, Editor

LAI Video (Washington DC, remote)

April 2019 - January 2024

- As LAI Video's only remote employee, I took projects from mood boards and style frames through to graphics and sound design, teaching myself Premiere Pro along the way so I could complete post-production from start to finish.
- Executed cinematic multi-screen animations to hype event crowds from NYC to LA.
- Clients include Nestlé, AWS, National Retail Federation

3D Animator, Motion Graphic Artist

Metro Productions (Richmond, VA)

January 2013 - October 2015

- Working with producers and editors, I created 2D and 3D graphics for corporate industrial videos or graphics-only explainers.
- Created and composited VFX and 3D animation into live action footage for TV.
- Clients included Northrup Grumman, U.S. Department of Labor, Virginia Museum of Fine Arts, M2 Pictures

3D Animator, Motion Graphic Artist

Shave FX (Richmond, VA)

March 2008 - June 2012

- Working solo and as part of a team, I completed post-production for TV and web, trade show demos, and helped launch Walmart's in-store network using motion graphics and 3D animation.
- In between projects I taught myself Cinema 4D, switching from Autodesk Maya, for a smoother workflow with After Effects.

SOFTWARE & SKILLS

After Effects • Premiere Pro • Illustrator • Photoshop • Cinema 4D / Redshift / Octane



Motion Graphics • Editing • VFX Compositing • 3D Modeling & Animation • Graphic Design
Sound Design • Typography • Generative AI