

# CHRISTIAN KLEIN



DIRECTOR, EDITOR, MOTION DESIGNER & VFX ARTIST

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📍 Los Angeles, CA

## SOFTWARE

Adobe After Effects [Expert](#)

Adobe Premiere [Expert](#)

Adobe Photoshop [Expert](#)

Adobe Illustrator [Expert](#)

Blender [Intermediate](#)

Autodesk Maya [Intermediate](#)

Cinema 4D [Beginner](#)

Nuke [Beginner](#)

ShotGrid

## EDUCATION

The Florida State University

College of Motion Picture Arts

B.F.A. in Animation and Digital Arts,

Class of 2016

Ringling College of Art and Design

PreCollege Perspective Program,

Class of 2010

## REFERENCES

**Becky Dale**

Director of Post Production

Mark Woollen & Associates

[becky.dale@mwatrailers.com](mailto:becky.dale@mwatrailers.com)

**Alex Popkin**

Head of Motion Graphics,

Ingenuity Studios

[alex@ingenuitystudios.com](mailto:alex@ingenuitystudios.com)

**Ky Schultz**

Founder, Lure Digital

[ky@lure-digital.com](mailto:ky@lure-digital.com)

**Dave Jacobson**

CG Supervisor, SoapBox Films

[davejacobson@soapboxfilms.com](mailto:davejacobson@soapboxfilms.com)

## LONG-TERM EMPLOYMENT

**Mark Woollen & Associates** April 2023 - November 2023

**Freelance Motion Graphics Artist**

- Typography and motion design for theatrical film trailers such as *Priscilla*, *The Iron Claw*, *The Boy and the Heron*, *Poor Things* and *Dumb Money*
- Frequently rotoscoped graphics to place behind actors
- Created and QC'd delivery packages of graphics in various social media sizes

**Ingenuity Studios** August 2019 - October 2022

**Senior Motion Graphics Artist**

- Created GFX assets to be handed off to comp artists in a VFX pipeline
- Did VFX work directly on live action plate photography
- Created templatable GFX packages for documentaries
- Created title sequences for various forms of media
- Did 2D character animation for narrative shorts and explainers
- Assisted in the creation of pitch decks to sell clients on creative ideas
- Did visual development in both the GFX and VFX realms, creating multiple interpretations of a single creative brief to help a client hone in on their vision
- Developed a design language for the sci-fi user interfaces of Netflix's *Cowboy Bebop* and used it to create dozens of GFX assets for all 10 episodes
- Conducted spotting sessions, creative discussions, and review calls with clients
- Mentored junior artists in artistic techniques, technical workflows, and client relations

**Lure Digital** March 2017 - August 2019

**Video Editor and Motion Graphics Artist**

- Edited video marketing content such as sizzle reels, event recaps, commercials, and short docs
- Animated and expanded upon the pre-existing brand assets of various clients
- Created fully graphical videos such as typography animations, infographics and 2D character-based explainers

**SoapBox Films** June 2016 - September 2016

**Graphics Intern**

- Assisted with generalist VFX work, with an emphasis on roto-paint, cleanup, and keying

## FREELANCE EMPLOYMENT

**Zambezi** August 2023

Compositing and motion graphics for a *Firestone Auto Care* spot

**20th Digital** October 2022

On-set VFX supervision and artist work for an episode of Hulu's *Bite Size Halloween*

**Casual Films** July 2019

Video editing and motion graphics for corporate video content

**The Warp Zone** May 2019

Video editing, sound design, and motion graphics for YouTube sketch comedy

**Defy Media** June 2017

Video editing, motion graphics, memes and GIFs for *Clevver* and *Screen Junkies*

## PERSONAL PROJECTS

**Sweet Nothings** February 2021

Produced, wrote, directed, edited and did all VFX for a sci-fi comedy short film that received 20 film festival selections and 6 awards

**Different Kind of Leather** March 2019

Produced, directed and edited a music video for rock duo *Migrant Motel*