

**DOUG FAHL**

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Portfolio: [www.dougfahl.com/motion](http://www.dougfahl.com/motion)

## **PROFILE**

I seek a full/part-time position or freelance work as video editor or motion graphics designer or animator in a growing film production or gaming company in Seattle. My experience in the fields of motion graphics design, 3D animation/modeling, video production, editing, audio production, FX editing, and graphics design are continually expanding through education and hands-on projects. I feel confident these skills will help any creative organization grow. I work well with others, am creative and have a strong work ethic. I seek a position working in a team environment with a creative organization that can capitalize on these skills.

## **EXPERIENCE**

### **MULTI-MEDIA ARTIST & MOTION GRAPHICS DESIGNER, ISPEAKVIDEO — 2013-PRESENT**

From concept to final output, I design and edit short commercials and videos for various clients using many different tools, including Adobe Creative Suite (Premiere, After Effects, Photoshop, Illustrator, Cinema 4D, Final Cut Pro X, Motion) as well as iPad applications Procreate and Paper 53. My tasks include, concept design/storyboards, special effects/particles/expressions, 3D modeling/lighting/animation, audio and sound effects editing, compositing, keying, and rendering. Additionally, I work directly with clients from concept to completion.

### **VIDEO PRODUCTION & WEB/PRINT DESIGN, DDF DESIGNS — 1995-2001**

DDF Designs and Video was my own video production and web design service. I shot and edited theatrical productions, lectures and conferences. I have a thorough understanding of non-linear editing as well as post-production techniques. Happy clients include Mountain West Council of Optometrists, Tokeland Hotel, University of Washington, Community Campus Partnerships for Health, and Dina Martina-performer.

### **COMMUNICATIONS MGR., CONVENTION SERVICES NW — 1997-2005**

CSNW provided premier event and destination management services in a fast-paced boutique agency environment. My duties as Communications Manager included intensive word processing, graphics design, web design, desktop publishing, and Flash animation. I designed all collateral for the office, including legal documents, brochures, cd-roms, flyers and conference brochures. I worked with a variety of clients to design collateral for their events to their specifications. I grew an entry-level position into a corporation-wide managerial position and elevated the company from basic paper/text-based model to a graphics/internet-based model.

### **AUDIO-VIDEO PRODUCTION/MUSIC, FUGDALE — 2001-PRESENT**

I self-produce music and video under the moniker "Fugdale". In doing so, I have learned to use software such as Logic, Garage Band, Ableton Live and Soundtrack. I have produced two albums and several scores for short documentaries. Additionally, I have directed and edited several music videos for myself and others which demonstrate my mastery of effects editing. I understand audio loop-based programs, as well as audio and sound effects production for films and theater. I also play keyboards and guitar.

## **EDUCATION**

University of Utah — BFA, Theater and Music, 1991

## **SKILLS**

Software: Final Cut Pro X, Motion, Cinema 4D, Z-Brush, Adobe Premiere/Photoshop/After Effects/InDesign/Illustrator/Flash CS, Camtasia, Spine, Reflector, Ableton Live, Logic, Word, Excel, Access, Outlook, Mac OS. Type 80 wpm, excellent word processing and print layout skills, public speaker, actor, musician, singer, HTML5, CSS, Wordpress. Self-starter, easy going, punctual, smart, witty, clever, work well with others. Able to grasp complex ideas, quickly understand and learn new technologies, and communicate effectively. I have a solid handle on grammar, spelling and attention to detail.