



Jon Baker
Media Artist
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Objective

My goal is to bring creativity, integrity, and productive collaboration to every project I am involved in. I am willing to go the extra mile to achieve my goal and be a successful part of the team.

Experience

Sound Physicians | Graphic Designer

January '20 – February '21

- Use original graphics and brand assets to design compelling digital advertisements and stunning print collateral
- Design branded artwork for trade show and convention booths and signage
- Film and edit video - Lighting, sound, set design, project planning
- Create motion graphics to produce engaging video content
- Created Content for Online Resources

Kush.com | Creative Director

February '19 – January '20

- Organized & Orchestrated Live Events - Multiple day conventions & social mixers
- Designed & Implemented Marketing Strategies
- Created Online Video Series Promoting Local Farms
- Produced Printed & Digital Materials - Posters, Brochures, Specialized Tourism Maps, Pitch Decks
- Handled Client Outreach for Events and Media Projects
- Created Content for Online Resources
- Captured, Edited, and Distributed Media at Events (Photos & Videos)

Original Investments | Studio Production Manager

September '17 – December '18

- Live Webcast Production – Five Cam Live video editing to YouTube, Facebook, Twitch, Periscope, etc.
- Pre-production Project Planning – Write scripts, shot-lists, and equipment planning. Purchase props and costumes.
- Camera Operation - In studio and on location, lens selection and setup. Lighting, Key lighting, and Grip duties.
- Direct Talent – Work with talent, both experienced and inexperienced. Provide instant feedback and give direction.
- Sound Mixing – Set-up Lav mics and Condenser mics, analog to digital interface, record voice-overs and podcasts.
- Video Editing – Take raw footage and create compelling stories. Use music to create mood and set pace.
- Digital Motion Effects – Use After Effects to create motion graphics, overlays, title sequences, and transitions.
- Social Media Management – Create graphics and digital compositions, videos and outreach to gather new followers.
- Online Video Platforms – Upload finished videos and audio to YouTube, Instagram, Facebook, and SoundCloud, etc.

Rugged X, LLC | Editor, Camera Operator, “Rugged Expeditions”

August '16 – May '17

- Pre-production Project Planning – Create scripts, shot-lists, and equipment planning.
- Camera Operation - In studio and on location. Lighting, Key lighting, and Grip as well.
- Sound Mixing – Set-up Lav mics and shotgun mic, record voice-overs.
- Video Editing – Take raw footage and create compelling stories. Use music to create mood and set pace.
- Digital Motion Effects – Use After Effects to create motion graphics, moving text, title sequences, and transitions.
- Video Logging – Take raw footage and convert, organize, label, and summarize content in text documents.
- Website Media Management – Manage updates, newsletters, and posts. Create graphics and digital compositions.
- Online Video Platforms – Upload finished videos to YouTube, Vimeo, and Amazon Video Direct.

Muddy Boot Productions | Editor “Wardens”

November ‘12 – July ‘16

- Credited on over 50 episodes on post-production team
- Story Segment Cutting – Take raw footage from videographers and create compelling stories.
- Motion Tracking Effects – Use in-suite motion tracking for identity blurring (faces, license plates, etc.)
- Video Logging – Take raw footage and convert, organize, label, and summarize content in text documents.

Bucket List Outdoor Show, LLC | Motion Graphics Artist “Bucket List” June ‘16 – November ‘16

- Create visual representations to supplement voice-over tracks with After Effects.
- Use a flat “3D” technique to show elevation changes.

Education

University of Montana | School of Media Arts

2011 – 2015

BFA Program, Digital Filmmaking – Aspects of Screenwriting, Producing, Cinematography, Non-Linear Editing, Film Theory, Motion Design, Animation, Sound Design

Skills

Digital Filmmaking - Pre-Production Through Post-Production, Extensive Knowledge of Video Codecs and Conversions in the Post-Production Phase, Strong understanding of Social Media Platform formatting and current trends, Audio Recording best practices, Audio Equipment Set-up, and Foley sound, Graphic Design, Digital Image Design and Composition, Motion Graphics and Animation, 2D and 3D

Programs

Adobe CC suite – Premiere, After Effects, Illustrator, Photoshop, Media Encoder, Avid Media Composer, Final Cut Pro 7, X, Da Vinci Resolve, VMix Live Production and Streaming Software, Cinema 4D

Equipment Used

Canon 7D, 5D, Sony PWS FS7, a7, Lumix GH3, GH4, GH5S, BlackMagic Design URSA Mini, BM Video Assist, DJI Phantom (3, 4), Mavic Pro, DJI Spark, GoPro 3,4,5, KINO Flo, ARRI Fresnels, Aputure LED, other various lights, Mac and PC, Tilta Camera Mount system, Manfrotto tripods, Benro Tripods, Sennheiser lav mics and shotguns, various mixing boards and audio gear, ZOOM H4n, H6n, GoPro 3,4,5