



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, while going the extra mile to achieve deadlines and be a successful part of any team.

Experience

Freelance Contractor | Creative Consultant

February '21 – Present

- Graphic Design - Design branded artwork for Social Media, Email, and Print
- Videography and Video Editing - Capture, Edit, and Distribute Digital Media (Photos & Videos)
- Motion Graphics - Create motion graphics to produce engaging video content
- Full Livestream Video Multi-Camera Studio consulting
- Social Media Marketing and Analytics Consulting
- Equipment Management

Sound Physicians | Lead Graphic Designer

January '20 – February '21

- Design compelling digital advertisements and stunning print collateral
- Design branded artwork for trade show and convention booths and signage
- Videography - Lighting, sound, set design, project planning
- Video Editing - Create motion graphics to produce engaging video content
- Content Creation - Created Content for Online Resources

Kush.com | Project Coordinator

February '19 – January '20

- Project Coordination - Organized & Orchestrated Live Events - Multiple day conventions & social mixers
- Marketing - Designed & Implemented Marketing Strategies
- Video Editing - Created Online Video Series Promoting Local Farms
- Graphic Design - Produced Printed & Digital Materials - Posters, Brochures, Specialized Tourism Maps, Pitch Decks
- Handled Client Outreach for Events and Media Projects
- Content Creator - Created Content for Online Resources
- Videography and Photography - 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.
- Motion Graphics – 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

- Video Editing - 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

- Motion Graphics - 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