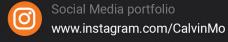


# **CONTACT**







# Calvin Mo

Motion Graphic Designer

## WORK EXPERIENCE



### Blizzard Entertainment

Jun 2023 - Present

Joined the Creative Marketing Service team to contribute to the launch and marketing campaign for a new franchise title. Responsible for a versatile role encompassing Unity game capture, motion graphics, sound design, and video/image editing.

Leveraged these design disciplines to create engaging marketing materials across various platforms, including Blizzard's official websites, Apple/Google app stores, and social media channels.



#### The CW Network

13 yrs 4 mos

#### **Creative Director**

Sep 2020 - Dec 2022

Developed innovative show branding packages in collaboration with editors and producers for new show launches. Aligned creative direction with marketing initiatives, story arcs, and target audience demographics. Successfully led title design for high-profile series including All American: Homecoming, Superman & Lois, Walker, Kung Fu, The Winchesters, and Walker: Independence.

#### **Art Director**

Sep 2019 - Aug 2020

Provided Art Direction for all new On-Air Graphics launch campaigns for The CW Network's primetime series. Developed comprehensive design and animation packages across multiple platforms, including social media, outdoor advertising, and broadcast. Led design teams in creating On-Air brand packages for flagship series, including All American Season 1 and Batwoman Season 1.

#### Senior Broadcoast On-Air Motion Designer

Sep 2009 - Aug 2019



#### Freelance Motion Designer

Skip Film

Mar 2009 - Sep 2009 ·

Collaborated with editors on trailer production for film and television. Provided graphic support, including VFX compositing and title card creation. Worked with high-profile clients such as RSA Films, Disney, CBS, and Fox Sports.



#### Senior Motion Designer

Deluxe

Mar 2007 - Mar 2009 ·

# SOFTWARE and CLIENTS

Adobe After Effects

Maxon Cinema 4D





**Adobe Photoshop** 







