



Calvin Mo

Motion Graphic Designer

WORK EXPERIENCE



Warner Bros. Games

Jun 2025 - Present

Recruited as a Senior Designer to bridge critical gaps across motion graphics, static design, and broadcast graphics. Drove asset creation pipelines for Brand, User Acquisition, and O&O channels in an agile environment. Providing industry best practices and executing creative for major IPs including the launch of DC Worlds Collide, Game of Thrones Conquest, and Mortal Kombat.



Blizzard Entertainment

Jun 2023 - June 2025

Joined the Creative Marketing Service team to contribute to the launch and marketing campaign for Warcat Rumble. 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 Television Network

13 Years 4 Months

- **Creative Director On-Air Graphics**

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 On-Air Graphics**

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 team in creating On-Air brand packages for flagship series, including All American Season 1 and Batwoman Season 1.

- **Senior Motion Designer On-Air Graphics**

Sep 2009 - Aug 2019



Deluxe

Mar 2007 - Mar 2009

Leveraged skills in both static and motion design to lead the development of innovative DVD menu interfaces at the height of Home Entertainment's creative output. This effort included debuting initial concept and design phases for the Blu-Ray and PSP user interface at CES which were subsequently implemented by Universal Pictures and Sony Pictures Home Entertainment.

CONTACT



Broadcast portfolio
www.CalvinMo.com



Social Media portfolio
[@CalvinMo.Creative](https://www.instagram.com/CalvinMo.Creative)



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SOFTWARE

Adobe After Effects | Photoshop | Premiere | Maxon Cinema 4D