

SEITA OHAMA

Senior Motion Designer

San Mateo, CA

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PROFILE

My love for video and design started with machinimas, then eventually to live production. After working at an industry-leading 3D conversion and visual effects company with no formal training, I realized that a career in Motion Design was what I wanted. I moved up to Silicon Valley to be a part of the growing mobile game space with Machine Zone, headed up internal video marketing for Nexon Mobile, and am currently a senior designer for AppLovin.

I pride myself on my ability to develop new skill sets quickly, creatively solve problems, and adapt to different environments, while maintaining a thirst for knowledge.

EDUCATION

BACHELORS-Platt College - San Diego

Bachelor of Science Degree:

Multimedia- Visual Effects & Compositing

Platt Academic Scholarship and Honor's List 2016

SKILLS

Advanced Motion Design

Cinema 4D

Compositing/Rotoscoping

Live Production

Camera Operations

Green Screen

REFERENCE



Ryan Mix

Machine Zone

Lead Motion Designer

T. +925 984-7573



Jim Hanley

Nexon Mobile

Art Director/Video Manager

T. +925 639-5521

WORK EXPERIENCE

Senior Motion Designer

AppLovin

I rejoined Machine Zone Sept of 2019, but in June 2020, AppLovin acquired MachineZone.

June 2020

Present

- Create unique, industry-leading video ads for dozens of titles across the AppLovin library. Games include top puzzle game Project Makeover, top word game Wordscape, and industry-defining games like Game of War and Mobile Strike.
- Train, mentor and lead new team members. Responsibilities include providing constructive feedback, one-on-one training on new production pipelines, assigning tasks, and helping manage their schedules. As a title owner for a handful of games, I managed all aspects of ad creation for said titles. These responsibilities ranged from creating original ad concepts, feedback for other artists, managing schedules for ad creation and understanding the performance based off marketing data.
- Work closely with other artists within the team as well as a primary point of contact for external vendors. Help manage their schedules, feedback loops and asset generation.

Motion Designer/Video Editor

Nexon Mobile

May 2018

Aug 2019

- First internal Motion Designer/Video Editor, paved the way for new possibilities for video deliverables.
- Created multiple video series for various games. Designed layouts, captured voice over, lead script revisions, created video templates and storyboards.
- Developed and implemented new workflows and structure for the video department, increasing productivity and communication throughout different teams.

Junior Video Editor

Machine Zone

February 2015

September 2016

- Systematized localization. Optimized internal pipeline and saved days worth of work, leading to budget savings.

Motion Graphics/Game Capture/Video Editor

ProGuides League of Legends

February 2015

September 2016

- Edited advanced game guides, captured game content and worked with pro E-sport athletes to create original content.

Stereo Composer

Legend 3D

January 2011

July 2011

- Worked with industry-leading stereo software developed in-house to create Blockbuster stereo films.