

GABE PHILBIN

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portfolio / reel @ [gabephilbin.com](#)

SUMMARY

Enthusiastic and creative motion graphics editor with expertise in Adobe Creative Suite and proficiency in 3D software. Driven by storytelling and crafting innovative approaches to video production. Proven track record of delivering high quality customer service and producing engaging content on tight deadlines.

SKILLS + TOOLS

Adobe Premiere	Unreal Engine 5	Final Cut Pro X	Brand Language	Storytelling
Adobe After Effects	Red Giant Suite	Cinema 4D	Data Management	Color Correction

EXPERIENCE

Singularity 6 Mar 2023 - Present

Senior Motion Graphics Designer and Video Editor

- Design and direct Palia trailers from pre to post-production, including the Switch Reveal Trailer seen at The Game Awards 2023
- Pitch, plan and execute on monthly visual content strategies across all social platforms
- Capitalize on viral trends and quickly craft custom video content to deepen player engagement
- Develop custom levels within Unreal Engine and create bespoke shots through Sequencer
- Drive cross-team communication to accurately showcase the newest in-game features

Riot Games Jan 2021 – Mar 2023

Motion Graphics Editor

- Seamlessly jumped between visual brands of VALORANT and LCS while pushing brand language to the limit to create fresh yet recognizable content
- Generated viewer hype and engagement by blending player stories and highlights to craft exciting narratives on overnight deadlines
- Created VCT and LCS season show openers to set the tone and stakes for the new tournaments
- Collaborated with producers, and external partners on high-profile videos such as LCS Answers Fight (most popular in the series with six times as many views)

Minecraft July 2018 – Mar 2021

Video Director/Editor

- Managed capturing, directing and editing for projects with Fortune 500 companies including Disney, Universal and Nvidia
- Increased average monthly installs by and decreased advertising Cost-per-Install by 83%
- Increase Return-On-Ad-Spend from 6% to 217%, driving over \$1M in marketplace revenue
- Created storyboards, shot lists and schedules for all video projects
- Developed new data-driven creative strategies to revamp player acquisition
- Drove and coordinated pre through post-production timelines with art and marketing departments

Color Creative Dec 2017 – May 2018

Editorial Assistant

- Initiated project workflow by creating content cuts and pulling visual and audio selects
- Reviewed and approved final edits for graphics, VFX, subtitles, animation, color, and sound
- Collaborated with production teams to manage schedules and eliminate blockers

Freelance May 2017 - Present

A/V Editor, Writer and Animator

GameOverNation.com, GONCast, LLC Oct 2011 - Nov 2016

Video Editor and Community Manager

EDUCATION - Seattle University, B.A. Film Studies, May 2017, GPA 3.9, Magna Cum Laude