

Roman Magbanua

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EDUCATION

2003-2005 Vancouver Film School
Diploma (Digital Design)

2002-2003 Vancouver Film School
Diploma (Foundation Visual Art and Design)

EMPLOYMENT

July 2005-Present Motion Graphics Designer, Urban Visuals

Work closely with the Art Director to develop comprehensive storyboards for pitching purposes

Create various live-set backgrounds for installation
Pitch visual ideas for set decor and broadcast packages

Jun 2008- September 2009 Motion graphics / Interface designer, EA Blackbox

Work closely with the art director and lead designer to design animations, storyboards and interface elements for EA Blackbox products.

Feb 2007-Jun 2008 Motion Graphics Designer, Riptown Media

Work closely with the Art Director to create immersive brand experiences

Manage a small team to work on broadcast packages and other promotional initiatives

Conceptualize and deliver final products on numerous broadcast and web centric animation projects.

Develop comprehensive storyboards and visual ideas to help the user experience across 2 major platforms (Gaming and TV)

August 2006-March 2007 Interface Designer, Riptown Media

Research visual elements for online games
Design interfaces and assets for online games
Work with creative team to develop concept boards and designs
for various entry experiences

August 2005-August 2006 Designer / Developer, VRX Studios

Create user-centered designs for each company department
Fully integrate each department into the system
Design and program usable interfaces for clients and internal

June 2006-July 2006 Motion Graphics Designer, Vancouver Film School

Work with story editor to develop visual portraits for various
members of DOXA

Create a unique visual experience to introduce the "Conexxions"
program at the 2006 DOXA Film Festival

SOFTWARE COMPETENCIES

After Effects, Photoshop, Illustrator, Cinema 4d, Final Cut Pro

UPON REQUEST REFERENCES