Drew Sayers

Video Editing and Motion Graphics Designer

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Dedicated video editor who incorporates motion graphics knowledge to create an impact. Comfortable with tight deadlines and shifting targets, while maintaining quality output. Happy leading small teams and coordinating workflows to ensure no one falls behind. Learns and adapts to new software and systems quickly.

Areas of Expertise

• Trailer Editing	• Video Capture	• Text Animation
• Motion Graphics	• Location Recording	• Music Composition
• Sound Design	• Title Sequencing	• Foley Recording

Technical Skills

Adobe After Effects | Adobe Premier | Adobe Photoshop | Sony Vegas | Red Giant Suite | OBS Studio | FRAPS | Avid Pro Tools | Reaper | Reason | YouTube | Unity | Github

PROFESSIONAL EXPERIENCE

Meta, Seattle, WA   January 2022 - Present
Videographer

Capturing and editing video for VR and AR technology. Using live video, captured footage, and motion graphics to concisely and quickly convey concepts in cutting edge technology throughout the organization. Taking video of live demos and special events for end of half recap videos.

- Creating recap videos explaining new tech
- Working with small teams and individuals to quickly create various videos
- Editing, capturing, and filming video using Unity, OBS, and prototype tech
- Learned about VR tech and capture techniques

Simutronics, St. Louis, MO   March 2021 - August 2021
Video Producer

Created ads and trailers for Galahad 3093 using in-game footage, motion graphics, and sound design. Worked with small teams of employees and volunteers to capture footage using custom built tools and OBS. Integrated 3D models and top-tier plugins to create visually compelling trailers. Worked closely with all employees, up to and including the CEO to ensure our marketing efforts make the most impact.

- Delivered high quality content on a short turnaround
- Used in-game camera to create interesting angles and scenes for authentic looking gameplay
- Worked with a small team or independently to promote agility and creativity in the production of ads and trailers
- Delivered thousands of new players to our email lists, tournament sign ups, and beta tests

Big Fish Games, Seattle, WA   January 2011 - September 2020

Video Editor

Created trailers for daily releases of games for PC and managed schedules through meticulous attention to tracking/spreadsheets. Coordinated with the game release team to ensure trailers were uploaded before the games were released. Captured game footage, manipulated developer-provided assets, and created/edited assets to provide an entertaining and informative teaser for casual games. Worked directly with developers to attain assets and provide an accurate portrayal of their product.

- Made over 5000 trailers, including 2 years localizating trailers in French and German
- Participated in side projects doing sound effects for marketing team
- Managed a small team of editors for 5 years, including participation in hiring processes, creation of best practices and new hire documentation

Sound Process, Seattle, WA   April 2010 - January 2011

Sound Designer

Self-owned business creating sound effects and music for independent video game companies. Worked with companies and individuals to create custom soundscapes for casual games. Created a personal library of sound effects and music. Recorded voice overs in home studio.

Big Fish Games, Seattle, WA   2006 - 2010

*Sound Designer (*November 2008 - April 2010)

Created sound effects and music for Big Fish Studios games such as Mystery Case Files, Fairway Solitaire, and Drawn, among others.

- Recorded original sounds and edited them in Pro Tools. Recorded Voice Over in a sound booth built for the studio.
- Involved in creative and design decisions with game development teams.

*Quality Assurance Lead (*November 2006 - November 2008)

Built a team of 5-10 QA testers from the ground up. Built test cases and schedules. Created game trailers using footage from test cases.Organized team building outings to help with team cohesion.

- Created a testing matrix to ensure games were released bug-free.
- Organized a massive test for Windows Vista compatibility involving thousands of games by implementing a clear set of test cases and organizing a coherent schedule.
- Facilitated the career development and promotion of team members to higher positions on a routine basis; assisted several team members in moving to management roles.
- Created a Sound Designer position within Big Fish Games Studios by helping with sound effects in spare time.

Sony Computer Entertainment America, San Diego, CA   December 2004 - August 2005

Quality Assurance Tester

QA for the entire run of MLB 2006. Tested camera controls, season simulation, player names and stats, general gameplay, and player animations. Created and regressed bug reports. Had in person meetings with developers to reproduce tricky bugs.

EDUCATION

Vancouver Film School, Vancouver, BC   August 2005 - August 2006

Certificate in Sound Design for Film and Video Games

Trained at one of the leading film schools in North America under industry professionals. Learned sound recording, mixing, editing, mastering and programming in Python. Pro Tools Certified.