

# Thiago Kazuo

## Personel Details

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-  English and Portuguese
-  DOB: 25/04/1986

HELLO THERE

Dynamic Motion Designer with 15+ years of experience crafting high-end visual narratives for global broadcast leaders including A+E Networks, Hearst, and NBCUniversal. Expert at translating static brand identities into cinematic motion assets, from theatrical trailers to multi-platform ad campaigns. A technical problem-solver skilled in optimizing production pipelines and delivering pixel-perfect content under aggressive deadlines. Proven track record of bridging the gap between creative vision and technical execution to drive viewer engagement.

Appreciate your time and attention!

[WWW.TKAZUO.COM](http://WWW.TKAZUO.COM)

## Work Experience

### A+E NETWORKS / HEARST NETWORKS

MOTION DESIGNER

JULY 2023 – ONGOING

- \* Transform static creative assets into engaging animations, ensuring visual consistency and alignment with brand guidelines.
- \* Design, animate, and implement titles, lower thirds, and other accompanying GFX (graphic effects) for channel promos, social media content, and broadcast materials. Collaborate closely with creative directors, editors, and producers to understand project requirements and deliver visually compelling animations that enhance storytelling.
- \* Export, optimize, and deliver final animation files in various formats, ensuring compliance with platform specifications and technical standards.
- \* Manage and organize digital assets, including software updates, plugin installations, and the maintenance of style guides, ensuring all creative tools are up-to-date and functioning efficiently.
- \* Design and animate end cards, bumpers, and supporting GFX for branding projects, promotional campaigns, and video productions, maintaining brand consistency across all media.
- \* Troubleshoot and resolve any technical issues related to animation software, file formats, and asset management to ensure smooth project delivery.
- \* Participate in brainstorming sessions to contribute creative ideas and concepts for animation and motion graphics projects.

### THE SILK FACTORY

MOTION DESIGNER

AUGUST 2022 – JULY 2023

- \* Delivered high-impact motion graphics for theatrical trailers and promotional social assets within a fast-paced, high-volume agency environment.
- \* Conceptualised design frameworks through style frames, storyboards, and motion tests to bridge the gap between initial ideas and final renders.
- \* Thrived under aggressive turnaround times, maintaining premium quality standards for major entertainment clients.

### NBC UNIVERSAL

MOTION DESIGNER

OCTOBER 2019 - AUGUST 2022

- \* Engineered dynamic motion graphics and title sequences for channel promos, elevating the visual impact of broadcast branding.
- \* Expertly managed technical delivery, ensuring all assets met rigorous specifications for multi-platform distribution.
- \* Modernised static brand assets into fluid animations, maintaining visual continuity across diverse media channels.
- \* Oversaw technical maintenance, including software ecosystems, plugin integration, and style guide updates to ensure a seamless production environment.

## INFO-INTERNET TRADE LTD

GRAPHIC DESIGNER

AUGUST 2017 – NOVEMBER 2017

- \* Developed tailored design briefs that addressed specific client objectives for high-profile events and marketing campaigns.
- \* Produced a high volume of print and digital collateral, including dinner invitations, menus, booklets, and large-scale banners.
- \* Executed post-production tasks, including video editing for social media and colour grading to ensure professional-grade visual output.
- \* Managed pre-press proofing, ensuring all materials met strict industry standards for high-quality print production.

## FLAME FX

MOTION AND GRAPHIC DESIGNER

APRIL 2006 – OCTOBER 2015

- \* Conceptualised and produced multi-channel marketing content, ranging from digital brochures and email campaigns to web-based graphic assets.
- \* Led the end-to-end video production process, from storyboarding and art direction to raw footage editing and motion enhancement.
- \* Pioneered digital asset creation for emerging fintech brands, developing the next generation of visual language for digital banking.
- \* Maintained and audited creative systems, ensuring style guides and templates were accessible and user-friendly for the wider team.

## QUARTIER LATIN PUBLISHING HOUSE

GRAPHIC DESIGNER

MARCH 2005 – APRIL 2006

- \* Develop and execute creative concepts, graphics, and layouts for a wide variety of materials, including presentations, ad campaigns, brochures, flyers, posters, social media content, and digital marketing assets.
- \* Collaborate with marketing and product teams to ensure that all visual designs align with brand messaging and campaign objectives.
- \* Design and refine logos, branding elements, and visual identity systems for new products, services, and brands, ensuring they resonate with target audiences and adhere to brand guidelines.
- \* Create and maintain brand guidelines for new and existing brands, ensuring consistency across all marketing and communication materials.

## Education

FACULDADES INTEGRADAS RIO BRANCO (BRAZIL) | BA (HONS) GRAPHIC DESIGN (UK EQUIVALENT: BACHELOR OF ARTS WITH HONOURS)  
ESCAPE STUDIOS | PROFESSIONAL INTENSIVE: MOTION GRAPHICS

## Skills

2D	Adobe After Effects Adobe Photoshop Adobe Illustrator Figma	3D	Cinema 4D Adobe Substance Painter Redshift	AI	Midjourney Runway VEO
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OTHERS:

ELEMENT 3D, RED GIANT (PARTICULAR, LOOKS, FEW MORE), OCTANE RENDER, PREMIERE AND LEARNING ZBRUSH.