



Example of Editor, Graphics Job Description

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Our growing company is looking for an editor, graphics. We appreciate you taking the time to review the list of qualifications and to apply for the position. If you don't fill all of the qualifications, you may still be considered depending on your level of experience.

Responsibilities for editor, graphics

- Ability to meet extremely tight deadlines
- Ability to work well with others and accept critical feedback
- Conceptualize and create motion graphics, animations, and titles for various video projects
- Create stand-alone packages, templates for video editors to use on a recurring basis
- Assemble recorded raw material into finished products suitable for broadcasting
- Main focus will be on creating graphics but responsibilities may include camera footage, dialogue, sound effects, graphics and special effects
- Create Customer Facing videos, visuals and presentation materials to support the sales processes
- Consult with requestors to identify and clarify the overall tone of the video showcase, or other request collateral, scope, audio and visual elements, target audience and timeline
- Contribute ideas to the future evolution of the video and visual asset services delivered by the team
- Create other visual related assets to assist with the sales process

Qualifications for editor, graphics

- A positive attitude is always a must

equipment

- Serves as a technical and business resource to other producers, assisting in the resolution of complex problems
- Has a comprehensive understanding of pre-production through post-production process and a discriminating eye/ear for video/audio quality
- Must possess the ability to both tell the story and operate the equipment, utilizing motion graphics as one of the tools to tell the story
- Photoshop Cinema4D, 3dsMax (considered a plus)