

MICHAEL POYNOR

Motion Designer | Video Editor | Visual Effects Artist

📍 Albuquerque, New Mexico

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🌐 Portfolio: poymotion.com

CORE SKILLS



MOTION DESIGN

Motion Graphics • Typography
Animation • 2D/3D Design
Compositing • Visual Effects •
Graphic Animation • Large-Format
Content



POST-PRODUCTION

Adobe After Effects • Adobe
Premiere Pro • DaVinci Resolve •
Video Editing • Color & Finishing •
Media Management • Encoding &
Delivery



CREATIVE

Visual Storytelling • Concept
Development • Storyboarding •
Design Systems • Creative Problem
Solving • Technical Communication



PRODUCTION

Live Video Production • LED &
Projection Content • Video Signal
Workflows • Production
Troubleshooting



TECHNICAL

Workflow Automation • Creative
Tool Development • Production
Pipelines • Hardware & Software
Troubleshooting



EDUCATION & PROFESSIONAL DEVELOPMENT

SCHOOL OF MOTION

Animation Bootcamp | Completed

Advanced training in animation principles, timing, spacing, easing, graph editor workflows, and professional motion design techniques.

EASTERN NEW MEXICO UNIVERSITY

Bachelor of Science
Digital Filmmaking | 2018

PROFESSIONAL SUMMARY

Motion designer and video editor with 10+ years of experience creating motion graphics, visual effects, video content, and visual storytelling for live, digital, and large-format environments. Experienced in taking projects from concept through final delivery, translating ideas and complex information into clear visual communication, and collaborating with creative and technical teams under deadline. Strong background in Adobe After Effects and Premiere Pro, with additional experience in compositing, 2D/3D workflows, production technology, and creative workflow development.

PROFESSIONAL EXPERIENCE

📍 SAGEBRUSH CHURCH — Albuquerque, NM

Video Editor / Motion Designer | 2019–Present

- Design and animate motion graphics, promotional content, service visuals, lyric videos, series packages, and other visual content for a large multi-campus organization.
- Edit short- and long-form video projects from raw footage through final delivery using Adobe Premiere Pro and After Effects.
- Create visual effects, compositing, typography animation, transitions, and custom graphic elements tailored to individual projects and delivery environments.
- Develop visual concepts from creative briefs and carry projects through design, animation, revision, rendering, quality control, and final delivery.
- Translate messages, concepts, and information into visual stories that are clear, engaging, and appropriate for their intended audience.
- Collaborate with producers, videographers, designers, leadership, and other stakeholders to establish creative direction and respond to feedback throughout production.
- Design content for a variety of formats, including standard video, social media, large LED displays, projection surfaces, and live-event environments.
- Troubleshoot technical and creative problems across editing, motion graphics, media pipelines, playback systems, and production workflows.
- Develop tools and workflow improvements that reduce repetitive production work and improve consistency across projects.
- Support live production environments and maintain working knowledge of cameras, video systems, LED displays, signal flow, and related production technology.

📍 KOAT-TV — Albuquerque, NM

Master Control Operator | 2017–2018

- Managed precise timing and playback of broadcast programming, commercial content, and live events in a deadline-critical television environment.
- Coordinated with directors, camera operators, and other production personnel during live broadcasts and breaking coverage.
- Ingested and quality-checked programming and commercial media prior to broadcast.
- Monitored live broadcast systems and responded quickly to technical or scheduling issues.
- Occasionally operated studio cameras and assisted with live production.

📍 KENW-TV / PBS SPORTSLOOK — Portales, NM

Producer / Director | 2014–2018

- Produced and directed a recurring television program from pre-production through final broadcast.
- Edited episodes and designed layered graphics and visual elements to support storytelling and on-screen information.
- Coordinated cast and crew while training student production personnel in professional broadcast workflows.
- Operated cameras for live broadcasts including sporting events, studio productions, and graduations.