

Luke Highet

2D & 3D MOTION DESIGNER • VIDEO EDITING • VFX • AI

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🏠 Aldershot, UK

As a versatile creative with 14+ years of experience in motion design, video editing, and interactive media, I am trusted to deliver high-quality animated content for corporate, esports, and luxury tech brands leading and delivering projects end-to-end with my wide skillset. My professional approach, creative flair and high standard of work has resulted in projects that engage, inform and entertain across 2D, 3D and interactive workflows.

WORK EXPERIENCE

HH Global Ltd. *Motion Designer*

London, Oct. 2022 - Present

- Key motion specialist in the Samsung branch of HH Global Ltd adapting motion and static content from Samsung to hundreds of deliverables each year. (Digital screens, billboards, social ads, branded content for partners such as Argos, Currys, etc.)
- Entrusted to adhere and stay up-to-date with Samsung's dynamic brand guidelines ensuring consistent quality across their entire range of content.
- A key member of staff in converting Samsung campaigns onto specialised formats such as the Piccadilly Screens in London and Heathrow airport's unique advertising layouts.
- In-house 3D specialist covering animations, store concepts and packshot renderings for HH Global's entire range of clients including Colgate, Adidas and Heineken.
- Showreel creation, video editing and post-production work for a broad variety of internal projects.
- Planned and led workshops for Cinema4D and Blender to upskill junior and 2D focused staff into 3D content.
- Mentored mid-level motion staff in advanced After Effects and Blender techniques to cultivate a culture of continuous improvement and skill sharing.
- Used Adobe Firefly and locally run AI models in ComfyUI to automate complex masking workflows, extend background footage and generate supporting visuals.

Belong UK Ltd. *Video Editing and Motion Graphics Specialist*

Basingstoke, Jan 2020 - Sep 2022

- Sole charge of all video and motion assets across retail, social and live streaming channels. (Digital menus, billboards, social ads, branded content from Sony, Xbox, etc.)
- Increased e-mail clickthrough rate by 60% with a reinvented brand social content offering with fully 3D animated short form trailers covering storyboarding, modeling, animation, compositing, sound design and music.
- Worked alongside Nintendo, Xbox and Sony elevating their presence in-store with bespoke motion content.
- Camera operation and video editing for live esports events and store openings including trailers and weekly roundups covering multiple popular gaming titles.

Dreamtek Ltd. *Post-Production Supervisor*

London, Feb 2012 - Dec 2019

- End-to-end agency content creation for a large range of projects creating multimedia for high profile clients such as Jaguar Land Rover, Google, Facebook and Red Bull.
- Oversaw editing staff for large conference events including project managing 50+ video output editing sessions managing a team of a dozen staff. Quick turnaround led to annual retention of post-production services.
- Implemented and cultivated motion graphics as a service to be utilised and sold within the company.
- Becoming an accredited trainer for the company's apprentice scheme and acted as ongoing mentor for junior staff.
- Extensive on-site production experience as camera operator, video editor, vision mixer, streaming technician and sound engineer for a broad range of corporate events.

EDUCATION

De Montfort University

September, 2011

BA (Hons), Music Technology and Innovation, (2:1)

MKLC (Milton Keynes Learning Centre)

July, 2015

Level 3 Award in Education & Training (PTLLS)

S K I L L S

Video

Adobe Creative Suite • After FX • Premiere • Kdenlive • Natron • DaVinci Resolve • Friction • Motion Design • Animation • Video Editing • VFX • Compositing

3D

Blender • Cinema 4D • Rigging • Animation • Modeling • Shader Creation • Geometry Nodes • Cycles • Eevee • Redshift

Production

Audio & Vision Mixing • Camera Operation • (DSLR, Broadcast, Mirrorless) • Sound Mixing/Recording • Ingesting • Project Management

Graphics

Photoshop • Illustrator • InDesign • Inkscape • Scribus • Figma • Website Design • WordPress • HTML • CSS

Audio

Audition • Reaper • Logic • Ableton Live • Spatial Audio • Sound Design • Music • Mixing • Mastering • Guitar/Bass • Keyboards

Game Dev

Unity • Godot • Unreal • Prototyping • Positional Audio

Office/Admin

Google Suite • Adobe Experience • TeamUp • Asana • Teams • ProofHQ • Windows • Mac • Linux

AI

Adobe Firefly • Stable Diffusion • Comfy UI • WebUI Forge • Locally Run Generative Models

P E R S O N A L P R O F I L E

I live in Aldershot with my wife, our two children and our black cat. As a family we share a love of gaming, music and technology, which means there's usually a creative project, new gadget or board game keeping us entertained. Outside of work I'm a keen musician and creative, spending much of my free time developing SquidFish Attacks, my own Linux-based multimedia music project that combines prog rock, storytelling and retro-inspired visuals. I also play bass in my late father's blues band, Backbone, continuing his musical legacy performing across the UK blues circuit and recently on a small tour of France.