



MIKE WILLIAMS

production | animation | design

EXPERIENCE

{ full time & contract }

Fortis Games | San Francisco (Global Remote)

Lead Visual Designer, Jan 2023 - Present

Lead Visual Design on mid size video game development team within Fortis Games. Design, create, and implement art and design assets across product and supporting media.

Twitvh : Twitch Studios | San Francisco, CA

Senior Motion Designer, June 2016 - March 2018

Lead design, direction, production and implementation of motion graphics & animation for live and post produced content within the Twitch Studios content production department.

Twitvh : Original Content | San Francisco, CA

Creative Producer, March 2018 - July 2022

Ideate, develop, & produce original live interactive content across a variety of verticals including gaming, lifestyle, events & music. Manage a wide range of production roles including creative & art direction, talent curation, direction, and implementation of interactive tools.

Google : Android Auto | Mountain View, CA

Motion Designer, Feb 2016 - June 2016

Work closely with UI/UX teams to design and improve the motion/animation language within Android Auto and implement motion systems across products and platforms.

{ select freelance }

Safehouse Live | Austin, TX

Design, Motion Graphics (2020,2021)

Designed & animated custom visuals for interactive live music streams, as well as poster and merch design.

Remade | Philadelphia, PA

Art Direction, Illustration, Motion Graphics (2015)

Designed, story boarded, & animated a series of product promotional videos for client brand launch.

Bonfire Labs | San Francisco, CA

Design, Motion Graphics (2014, 2015)

Created animation and visual effects for presentation graphics, designed visual identity content and assets for client branding campaigns.

First Person Inc. | San Francisco, CA

Design, Motion Graphics (2014)

Worked closely with art directors, producers and other animators on design and animation for a variety of client projects.

Bloom Studios | San Francisco, CA

Design, Motion Graphics, Production (2015, 2016)

Designed and animated product promotional videos, worked as a production assistant/VFX supervisor on live action shoots.

Very True Story | San Francisco, CA

Design, Illustration, Motion Graphics (2014)

Developed visual styles/assets, and animated motion graphics for a variety of client projects.

Blend Studios | Milwaukee, WI

Design, Motion Graphics (2015)

Designed, story boarded, & animated a series of promotional videos for client campaign and live trade show display.

Wisconsin Public Television | Madison, WI

Design, Illustration, Motion Graphics (2013)

Designed and produced an animated video to supplement the audio narration for the "Wisconsin Life" radio program.

EDUCATION

University of Wisconsin - Madison
Bachelor of Fine Arts in Graphic Design
2009

SKILL SETS

Adobe
-After Effects
-Illustrator
-Photoshop
-Premiere Pro
-Audition

Cinema 4D
-Octane
-Redshift
Unreal Engine
Unity
Figma

INFO



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