

Matthew Bingham

Multimedia Computing Student

Profile

A skilled multimedia computing graduate who has recently left University and who seeks new challenges and experiences. I possess excellent communication, organisation and team work abilities. I am used to working to strict deadlines and timescales whilst being able to demonstrate my creativity and computing skills. I am proficient in various creative software such as Premier Pro, After Effects, Photoshop and more.

Contact

matthewjamesbingham@gmail.com

matthewjamesbingham.com

+447456513883

For further details please email me or visit my website.

Work & Education

- Late 2017 Digital Content Creator - Huddle Media
I worked with various brands where I used my skills in Photoshop, After Effects & Premiere pro to create content for their social media channels.
- 2014 - 2017 2.1 - Multimedia Computing (BSc)
Studying Multimedia Computing helped me discover my talents and what I wanted to do with my career. I learnt skills in 3D Matchmoving, 3D & 2D animation, Video Production & Story Telling, Pervasive Systems Design, Games Design, and more.
- 2012 - 2014 A Levels - Law, Computer Science, Theatre Studies
- 2010 - 2012 11 GCSE's grades A - C including Maths, English and Sciences

Skills

Premiere Pro	<div style="width: 100%;"></div>
After Effects	<div style="width: 95%;"></div>
Photoshop	<div style="width: 100%;"></div>
Muse	<div style="width: 90%;"></div>
3DS Max	<div style="width: 75%;"></div>
Maya	<div style="width: 50%;"></div>
Matchmover	<div style="width: 85%;"></div>
Boujou	<div style="width: 85%;"></div>
Unity	<div style="width: 50%;"></div>
Directing	<div style="width: 85%;"></div>
Script Writing	<div style="width: 100%;"></div>
Cinematography	<div style="width: 90%;"></div>
Photography	<div style="width: 85%;"></div>

Interests

I have had a strong interest in technology ever since building my first computer back in 2012. This is what sparked an interest in technology and software.

I have a passion for digital content creation from video to photomanipulation to websites. I started creating videos back in 2011 using iMovie and since then I have been self taught in Premiere Pro, After Effects and other Adobe Software.

Whilst at university we have been taught 3D Modeling Software. The university taught us 3DS Max for animation however I found that Maya was more advanced for animation and have been learning that in my spare time.

Why Hire Me?

I can be self motivated as well as work in a team. I am punctual and can set myself realistic deadlines.

I am experienced and confident in digital media creation and I am confident I can bring something unique to the role.

If you have any questions about me or my skills please don't hesitate to contact me or visit my website.

References are available upon request.

Thank you for viewing my CV.