



RIMVYDAS BANKUS

(2000 07 05)

VIDEOGRAPHER, VIDEO EDITOR

CONTACT

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🌐 <https://rimvydasbankus.github.io>

HOBBIES

AI (Artificial intelligence) Animation

Street Gymnastics Video games

Photography

SKILLS

Video Production Visual Storytelling

Color Grading Motion Graphics

Text Animation Sound Design

AI (Artificial intelligence) Art

Simple 3D and 2D Animation

Time Management Responsibility

Self-management Creativity

Goal-setting

LANGUAGES

Native Language - Lithuanian.

C1 English.

TOOLS



EDUCATION

BACHELOR'S DEGREE IN ARTS

Vytautas Magnus University – New Media Art

2019 - 2023

UPPER SECONDARY

Kaunas "Santara" Gymnasium

2015 - 2019



EXPERIENCE

FREELANCE

Videographer

2022 - Present

I acquired the ability to work independently, creating various types of video content to suit clients' needs. End-to-end project implementation: idea shaping, planning and preparation, filming, post-production (video editing, effects and animation, sound design, color grading). As a freelancer, I document events, create video advertisements and do video reports.

PRACTICE AT KAUNAS CITY MUNICIPALITY, PUBLIC RELATIONS DEPARTMENT

Videographer Assistant

2022 - 2023

I developed my filming abilities by using various cameras and gimbal stabilizers. I further strengthened my skills in software such as "Premiere Pro" and "Davinci Resolve." During practice, I acquired the ability to creatively engage with artificial intelligence software "Stable Diffusion." I undertook tasks such as creating animations, conducting interviews (video reports), and performing video editing tasks. Completed projects were shared across social media platforms, displayed on bus/tram digital boards, and showcased at events organized by Kaunas City Municipality.

PRACTICE AT "LRT" TV SHOW "STOP JUOSTA"

Motion Graphics - animating 3D maps

2021 - 2022

The task involved creating 3D visualizations of architectural objects from bird's eye view, as well as creating map animations for episode intros. I learned to work with the new tool called "Google Earth Studio" and adapted it for animation purposes. I used my composition skills to accurately express unusual architectural structures. I further developed my abilities in working with the "After Effects" software. I focused on high-quality animation creation, delivering clips to the video editing team on time.

PREMIERE PRO



AFTER EFFECTS



DAVINCI RESOLVE



PHOTOSHOP



ILLUSTRATOR



LIGHTROOM

