

Jason Scrivner

Video Editor / Motion Graphics Designer / AI-Assisted Production

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SUMMARY

Video editor and motion graphics designer, 18 years across production and post. Long- and short-form editing, motion design, and color grading, with AI built into the production pipeline as a working tool. Originated an instructor-on-camera course format that became an industry standard, with full-production range from early video podcasting through arena-scale live events.

SKILLS

Editing & Post: Premiere Pro, After Effects, Final Cut Pro, Media Encoder, Cinema 4D, Photoshop, color grading

AI Production: Midjourney, Veo, Kling, ElevenLabs, Nano Banana, Runway, Firefly, Suno, ChatGPT, Claude

Production: Camera operation, location & field production, lighting, multi-camera, green screen, composition

Audio: Field capture (lavalier, boom, field recorder), mixing, sound design, Audition, Logic Pro, original scoring

EXPERIENCE

Freelance Video Editor, Motion Graphics & AI-Assisted Production

Mar 2014 – Present

Self-Employed | Tampa, FL & Remote

- Directed an end-to-end AI pipeline producing a 60-second animated commercial with brand-accurate product detail (Applied Fiber, 2025).
- Built and ran an arena-scale motion graphics package solo for a Department of Defense event, covering every screen in an NBA-sized arena (Warrior Games).
- Produced a multi-week cinematic AI video and image series for a congregation, directing story-first to keep AI output restrained (2025–present).
- Translated a locked brand identity into an 8:1 motion piece for an 80-foot LED wall (CAALA, 2025).
- Edited long- and short-form spots for national brands on agency subcontracts; motion graphics for Christian rock band Kutless.

Motion Graphics Designer

Sep 2022 – Jan 2025

MotionLit Services | Los Angeles, CA (Remote)

- Built an AI-generated visual workflow to solve a confidential-client constraint, producing short-form social promos at scale.
- Rescued a blown-out interview the team had written off, recovering it to projection-ready quality through multi-layer tracking, masking, and removal of a moving lavalier cable.

Creative Director & Senior Video Production Manager

Feb 2012 – Mar 2014

IT University Online | Palm Harbor, FL

- Reverse-engineered Final Cut Pro project XML to rebrand entire course libraries without re-editing, opening a reseller revenue stream other editors adopted.

Director of Video Production & Motion Graphics

Feb 2007 – Oct 2010

KelbyOne (Kelby Media Group) | Oldsmar, FL

- Built KelbyOne's in-house video department from a one-man crew and produced Photoshop User TV, one of the first video podcasts on iTunes.
- Owned all promotional video and motion graphics for Photoshop World (biannual, ~5,000 attendees), including keynote stage design and themed short films he directed and scored.
- Ran one-man location shoots with renowned photographers Joe McNally and Jay Maisel.

Multimedia Producer / Videographer

Feb 2011 – Feb 2012

Generations Christian Church | Trinity, FL

- Produced weekly service video as a one-person media team: filming, lighting, editing, motion, and 3D.

EDUCATION

Associate of Science, Digital Production — International Academy of Design & Technology, Tampa, FL