

# HENRIQUE LIMA

VIDEO EDITOR/MOTION DESIGNER/DIGITAL PRODUCER

## CONTACT

henrique.lima@me.com

(404) 388-8742

<https://henriquelima.info/>

[www.linkedin.com/in/henriquemunizlima/](http://www.linkedin.com/in/henriquemunizlima/)

## EDUCATION

B.S., Game Design & Development  
with a Minor in Computer Science

KENNESAW STATE UNIVERSITY  
Formerly Southern Polytechnic State University

## SOFTWARE

- Premiere Pro
- After Effects
- Photoshop
- Blender 3D
- Procreate
- Illustrator
- DaVinci Resolve
- Unity 3D
- Unreal Engine
- Magic Leap
- Jira
- Riverside
- Restream
- Xyleme LCMS

## OTHER SKILLS

- Color Correction
- Marketing
- Advertising
- Audio Editing
- Encoding
- Visual effects

## PROGRAMMING LANGUAGES

- JavaScript
- C++
- C#
- PHP
- HTML
- CSS

## INTERESTS

I see myself as a Jack of All Trades. Last year I decided to learn NoMad Sculpt, which led me to learning Blender3D as well.

On top of that, I'm also trying to learn Japanese. And if that's not enough, I even started a TikTok account for my cat (don't judge me, she's adorable!). Oh, and did I mention that I'm also in the process of writing my own cookbook? I swear, there just aren't enough hours in the day!

## PROFESSIONAL EXPERIENCE

### FREELANCE VIDEO EDITOR

Creative Circle / August 2019 - Present

- Clients Include: TBS, TRUtv, ELEAGUE, TurnerSports, NBAtv, GUESS
- Enhanced existing packages with motion graphics, color correction, audio adjustments, and other tools to improve quality while saving overall cost by 25%.
- Collaborated with producers to actively pursue upgrades, create interesting packages, new graphical teases and elements, and improvements for various shows to increase viewership by 10%.
- Documented workflows for use by other video editors to decrease training times, reducing a week's worth of training by 20%.
- Operated tape rooms, organized, transcoded, and transferred media for session materials working with a variety of different file formats (i.e. MP4, MXF, AAC, VTT, SRT, PNG).
- Integrated the use of scopes, audio mixers, and automated processes to quality control media before it is used in session or delivered for air to minimize wasted time and increase efficiency.
- Assembled edit masters of episodes, pulled selects, created clip reels, and built dailies from different shows using multi-cam sequences to assist senior editors.

### DIGITAL CONTENT SPECIALIST

Cisco / November 2022 - Present

- Developed high-quality educational content for Cisco CCNA using video and file editing tools.
- Conducted video and file reviews and assisted with meeting handoff deadlines.
- Collaborated with content developers, instructional designers, and subject matter experts to create engaging video content aligned with learning objectives.
- Ordered transcripts using 3Play and uploaded MP4s and PNGs to the Xyleme Media Manager.
- Reviewed and verified transcripts, MP4s, and PNGs for accuracy and quality standards.
- Followed digital production process for preparing content for ePub and print using Xyleme LCMS.
- Worked in an Agile development environment and communicated project status effectively.

### VIDEO EDITOR, MOTION DESIGNER, & DIGITAL PRODUCER

Token Metrics / May 2021 - October 2022

- Lead video editor, turned 10+ hours of raw footage a week into multiple 15 - 30 minute educational videos and 15 - 60 second videos for social.
- Defined, curated, and executed the video content roadmap with input of various stakeholders to increase subscriber base by 430%.
- Trained and supervised 5+ interns and new hires every quarter to polish their skills and capabilities.
- Operated camera, lighting, and audio equipment in order to capture footage both in person and fully remote using Riverside, Zoom, Restream, and other remote recording and streaming softwares.
- Managed and automated publishing of content on various digital platforms, including YouTube and TokenMetricsTV (Hosted on Brightcove/Beacon) freeing up 10+ post-production hours per week.
- Created Motion Graphics template and MOGRT files as needed (i.e. Lower Thirds, Titles, Bumpers, etc.) saving 15+ editing hours per week.
- Developed and implemented producer-free recording method. Method was adopted by the entire team, freeing up 5+ production hours per host, per week.