

Moisés Filho

Senior Motion Designer | Senior Video Editor

Salvador, Brazil | Remote | contact@moisesfilho.com

moisesfilho.com | linkedin.com/in/moisesfilho

Professional Summary

Motion designer and video editor with 10 years across film, animation and visual storytelling. Combine a cinema-trained eye with a foundation in graphic design to create branded motion systems, social video and narrative work. Hands-on in Adobe After Effects and Premiere Pro, from concept and typography to pacing, color and sound. Build reusable workflows that give creative teams more time for the craft.

Core Skills

Motion design: 2D animation, kinetic typography, motion identity, storyboarding, title sequences and reusable templates.

Video editing: Narrative editing, short-form social video, user-generated content (UGC), color correction and sound design.

Tools and workflow: Adobe After Effects, Adobe Premiere Pro, art direction, client collaboration and AI-assisted creative workflows.

Professional Experience

Founder & Creative Director | The Motion Show

Feb 2026 – Present | Remote

- Create the visual and motion identity, including the animated product film, for my own creative production app, currently being built in public.
- Develop reusable motion systems and test AI-assisted editing workflows to reduce repetitive production work while keeping human storytelling and creative judgment central.

Freelance Art Director & Motion Designer | Independent Practice

2018 – Present | Remote

- Develop show and channel identities for television and digital clients, including The Pet Collective: concepts, key visuals, intros, bumpers, transitions and lower thirds.
- Manage projects from brief and client feedback through animation and final edit; direct and edit independent short films.

Visual Content Developer | Nectar

Sep 2025 – Dec 2025 | Remote

- Created branded visual content for Amazon stores, e-commerce and marketing communications.
- Worked with the marketing team on educational and social media materials, adapting brand messages across formats.

Motion Graphic Designer | Insense

Feb 2023 – Sep 2025 | Remote

- Edited social video and created motion graphics for client and company content, including UGC and short-form formats.
- Combined animation, kinetic typography, color correction and sound design to shape pacing and visual hierarchy in finished videos.

Motion Graphics Designer | Blues Content

Mar 2021 – Jan 2022 | São Paulo, Brazil

- Created openings, on-screen graphics and narrative transitions for A Mensageira (The Messenger), a 12-episode series.
- Collaborated with directors and editors and developed reusable templates to maintain a cohesive visual language across episodes.

Video Editor & Motion Graphics Designer | Fundação Progresso

Jan 2019 – Sep 2020 | Rio de Janeiro, Brazil

- Edited event films and created motion graphics and promotional visuals for concerts, festivals and cultural projects.
- Developed visuals for shows featuring Novos Baianos, Gal Costa, Djonga, Criolo and O Rappa, working across video and graphic formats.

Education

Associate Degree in Graphic Design | SENAC Technology College RJ | 2020

Associate Degree in Cinema | Academia Internacional de Cinema | 2017

3D Character Animation Program | Animation Mentor | 2023–2025

Selected Film Recognition

Mona: Official selection, Tiradentes Film Festival.

Reexist: Semifinalist, Curta Quarentena Festival.

Urgent Manifesto: Five international festival selections, including Weimar Poetry Film Award and Lift-Off Global Network.

Selected Training

Animation Industry Essentials — NYU Tisch School of the Arts; Generative AI Content Creation — Adobe; AI Essentials — Google.

Languages

Portuguese: native | English: proficient | Spanish: upper-intermediate | French: elementary