Jeremy Martin

Senior Video Editor & Motion Designer

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PROFILE

Motion designer and video editor with more than a decade of professional experience creating product stories, brand films, and animated experiences across technology and entertainment. Current work is featured on the Cars.com website. Background spanning start-ups, agency productions, and digital marketing. Bring projects from concept through delivery, combining editing and 2D/3D craft with new AI-assisted production workflows.

EXPERIENCE

Video Editor / Motion Designer III | Cars.com | 2021 - Present

- Create animations and videos featured directly on the official Cars.com website.
- Own video and motion from concept through post-production and delivery for campaigns including VW Sizzle, VIN Performance, and Reengage across social, broadcast, and long-form formats.
- Build 3D brand visuals in Cinema 4D and Substance 3D; handle color grading and finishing for video delivery.
- Used Claude MCP with After Effects and the official Figma plugin to coordinate design assets and animation for website hero production.
- Reduced stock-footage search from 10-15 minutes to under a minute with a custom AI-assisted search workflow.

Video Production Manager | CDK Global | 2019 - 2020

- Ran video production for a platform serving 30,000+ automotive dealerships, partnering with department heads to turn software features into product videos and tutorials.
- Produced executive video for General Motors stakeholders and major industry trade shows.

Video Editor and Motion Designer | Media Marketing Solutions | 2018 - 2019

- Produced agency video and motion work for JBL / Harman, Lacey City Council, and Olympia School District.

Digital Marketing Associate, Dungeons & Dragons | Wizards of the Coast | Contract through Robert Half | 2018

- Designed and animated projected stage environments for the Stream of Many Eyes live-stream event; produced live-action promotional videos for Dungeons & Dragons.

SELECTED EARLIER EXPERIENCE

Lead Motion Designer | Life360 | 2009 - 2010

- Created Life360's first animations with co-founder and CEO Chris Hulls, explaining family-safety features to the app's early users.

Motion Graphics Designer | Dances with Light | 2009

- Created motion graphics for the independent feature Sniff, including animated segments explaining animal behavior.

SELECTED PROJECTS

- **One in 10,000** (Base360 spec assignment, 2026): completed a 27-second launch film in three days using an AI-assisted production workflow.
- **THINK IN MOTION:** built interactive particle typography in WebGL with physics controls for jeremywmartin.net.

SKILLS

Motion and video: After Effects, Premiere Pro, Audition, Cinema 4D, Substance 3D, Photoshop, Illustrator, Figma
Production: Editing, 2D/3D animation, color grading, compositing, stakeholder collaboration, concept-to-delivery production
Workflow development: JavaScript, Claude, ComfyUI, Midjourney, Adobe Firefly, Runway

EDUCATION

BAS, Motion Graphic Design | Ex'pression College for Digital Arts
Certificate, Computer Technology | Occupational Skills Center