

# MANTAS BEGINSKAS

POST-PRODUCTION GENERALIST

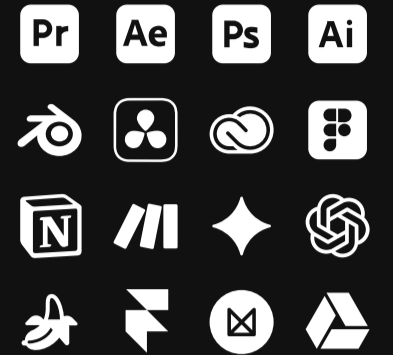
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Creative by *craft*, technical by **DESIGN**.

I operate at the intersection of high-end visual polish and scalable engineering. My work is a dual-process: I design the 'fancy' - the 3D environments, invisible VFX, and kinetic motion graphics - and I build the 'factories' that produce them. With a decade of experience in post-production, I bridge the gap between bespoke artistic vision and the automated systems that make it scale.



03.2025 - PRESENT REMOTELY

## Media Generalist

FREELANCE

- Developing 3D installations for immersive environments and large-scale creative projects.
- Executing technical post-production workflows, including precision color grading, VFX cleanup, and videography.
- Produced motion graphics for both educational and storytelling-focused campaigns, managing projects from technical architecture to final delivery across various digital and physical platforms.

Key developments: Immersive 3D Installations, Gemini AI, Nano Banana, Milanote, AI Automation

05.2024 - 02.2025 REMOTELY

## Motion Designer

NOICE

- Led motion design and brand evolution across social and marketing channels.
- Engineered an automated pipeline that delivered individualized video content to thousands of creators and tens of thousands of users for yearly recaps.
- Pivotal in high-impact campaigns involving web design and live-stream operations-bridging high-end craft with technical scale.

Key developments: Figma, Framer, Make.com, Google Drive, Scalable Creative Systems, API Integration, Backend Development

07.2020 - 10.2023 COPENHAGEN, DK

## Senior Producer

GAMERZCLASS → METAFY

- Led the creative transition following Metafy's acquisition of GamerzClass, expanding my role into mentorship and quality control for a global editorial team.
- Architected the company's Essential Graphics system, enabling remote teams to deliver high-speed, consistent output for 10-hour e-sports masterclasses.
- Balanced high-end 3D motion design with the development of technical toolkits, while managing on-site production, lighting, and cinematography.

Key developments: Essential Graphics, MOGRT, Procedural Workflows, OpenAI, ChatGPT, Notion, Technical Direction, Asset Management, Scalability

05.2015 - 06.2020 LITHUANIA

## Video Editor

FREELANCE

- Delivered a diverse portfolio of short films, advertising, and educational content as a multi-disciplinary editor.
- Specialized in integrating 3D and motion graphics into high-end footage to drive efficient, visually stunning storytelling.
- Managed the full lifecycle of post-production for global clients, balancing technical precision with creative impact to deliver high-quality assets across various channels.

Key developments: Adobe Suite, Premiere Pro, After Effects, Photoshop, Illustrator, Blender, VFX Cleanup, Color Grading, Invisible VFX, DaVinci Resolve, Post-Production Pipeline, R&D

Visit My Portfolio



## Education

09.2013 - 06.2016 LONDON, UK

## Film B.A.

MIDDLESEX UNIVERSITY

Included practical and theoretical learning on writing film, adapting screenplay to screen, technical aspects of production, post-production and distribution.

## References

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