Nathaniel Olubunmi-Durotoye

Video Editor & Motion Designer

Available evenings alongside my studies · can start now
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Video editor and motion designer. I cut and finish two channels end to end in DaVinci Resolve (YouTube and Instagram): longform episodes, vertical shorts and reels, with the graphics, sound design and mix. I also design each channel's on-screen look, and I build my own tools to keep quality steady and turnaround short.

Experience

Video Editor & Co-producer · Imole Candid
07/2026 – Present · YouTube channel on studying and living in Finland · Tampere

- Edited every video since the channel launched in July 2026: 16 longform episodes, about one a week, and 22 Shorts.
- Channel passed 200 subscribers in its first three months, and its most-watched episode reached 2,500 views.
- Edit the channel's longform episodes end to end in DaVinci Resolve: rough cut, punch-ins, motion graphics, sound effects, music and final mix.
- Designed the channel's graphics systems (paper clippings for side cards, a backlit light table for full-screen explainers) and build each episode's graphics timed to the host's words.
- Cut vertical Shorts with house captions for YouTube, TikTok and Instagram, planned from a retention study of what holds attention in the first seconds.
- Wrote the channel's edit standard (something new on screen every 6 seconds, a hook within 5) and a script that checks every export against it before upload.
- Designed an AI-assisted editing pipeline: Python scripts that drive Resolve to cut dead space from raw footage and place graphics, sound and music from a plan.

Video Editor · BridgeDGap
08/2026 – Present · Faith-based relationships channel on Instagram · Remote

- Edit vertical reels and teachings with captions and on-brand graphics, and clean and level dialogue to streaming loudness (−14 LUFS).
- Indexed a recorded interview with a couple married 42 years into 19 reel-length moments for a series.

Skills

Editing: DaVinci Resolve (Edit, Fusion, Fairlight), longform YouTube, Shorts and Reels, captions

Motion & design: motion graphics, channel graphics systems, Figma, HTML/CSS, Canva

Sound: sound design, dialogue clean-up, loudness mixing

Workflow: Python automation, AI-assisted pipelines, edit maps and briefs, Antigravity IDE

Education

TAMK, Tampere University of Applied Sciences
08/2026 – expected 2030 · Media and Arts, Interactive Media · Bachelor's degree

Utiva, Product Design Bootcamp
08/2024 – 10/2024 · UX research, personas, wireframing, prototyping, usability testing

Languages

English (fluent) · Nigerian Pidgin (native) · Finnish (beginner)