RYAN MARK DEMPSEY MOTION GRAPHIC DESIGNER

ADDRESS

303 Centurion Tower 5 Caxton Street London E16 1XJ



CURRICULUM VITAE

BIOGRAPHY

Imaginative, motivated, adaptable and personable. An effective communicator at all levels with excellent problem-solving and organisational skills.



A strong, creative individual with a passion for producing work that excites my audience. Meeting expectations is never an option; I want to exceed them!. Thrives on challenges and tackles all of them with a positive and confidence approach.

EDUCATION



OCT 2011 - JUL 2013:

MA Animation, University of Salford, Distinction;



SEP 2008 - JUN 2011:

BA Animation, University of Salford, First Class Honours;



SEP 2006- JUN 2008:

BTEC National in Multimedia, South Trafford College, Grade MMM;



DESIGN SKILLS

- PHOTOSHOP
- ILLUSTRATOR
- MAYA
- MARI
- ZBRUSH
- FINAL CUT
- INDESIGN
- AFTER EFFECTS
- CINEMA 4D

BEGINNER

INTERMEDIATE

EXPERT

BRANDING FILM EXPERIENCE WEB VFX DESIGN

HOBBIES AND INTERESTS







TRAVEL











EMPLOYMENT HISTORY

SHADOW MAGIC PRODUCTIONS LTI (AUG 2015- PRESENT)

FREELANCER/ MOTION GRAPHIC DESIGNER

Engagements with a number of clients working on company branding, book illustration and animation:

- Chelsea TV
- Booz Allen Hamilton;
- BLN STUDIOS;
- London Amateur Basketball League;
- Cloud Acadamy
- WriteBusinessesResults.

FRAMESTORE (AUG 2012 - AUG 2015)



3D MODELLER/TEXTURE ARTIST

- Sound understanding of commercial industry;
- Training internship students;
- Client engagement.

As a Junior Modeller, I have been involved in a number of projects including:

- McLaren Formula 1 (3D modelling and texturing); 3D modelled props, designed logos and textures for backdrops.
- Dyson (3D modelling of 3D vacuum animation); 3D Modelled and textured vacuum cyclones and motor engine.
- Sky TV (3D modelling and DVD cover design); Redesigned DVD covers, including colour correction and alphas.
- Adot (3D modelling and texturing); 3D modelled and textured the pencil, microphone and
- Snickers (3D modelling and texturing, and concept art); Designed concepts, 3D modelled/textured roof statues and walls.
- FIAT (3D environment modelling). 3D modelled carpark environment and props.

References available upon request