

OMARDAYS

JON OMAR

3D + MOTION GRAPHIC DESIGNER



ABOUT

I am an ambitious and innovative designer, consistently surpassing expectations whether collaborating with a team or working independently. Through a dedication to self-improvement, blending academic pursuits with professional experiences, I've honed my time management, communication, and creative ability. This foundation empowers me to thrive under pressure, delivering exceptional results while maintaining composure.

Navigating the complexities of commercial projects, I excel in meeting tight deadlines without compromising on quality. I adeptly manage diverse client briefs, seamlessly adapting to evolving needs while consistently exceeding benchmarks.

Fuelled by an unwavering passion for Graphic Design, 3D, and Motion Graphics, I relish the opportunity to craft dynamic, compelling visuals that effectively convey ideas. This passion is what drives my continuous growth and innovation in the field.

EDUCATION

BATH SPA UNIVERSITY:
2:1 BA HONS:
GRAPHIC COMMUNICATION

UNIVERSITY OF WALES, NEWPORT:
MERIT GRADE:
FOUNDATION DIPLOMA IN
ART AND DESIGN

EXPERIENCE

FREELANCE:
CREATIVE 3D + MOTION DESIGNER
AUG 2021 - PRESENT

In recent years, I've had the privilege of working as a Freelance 3D + Motion Graphic Designer, collaborating with outstanding agencies on compelling projects spanning films, video games, and campaigns for prestigious brands. These diverse opportunities have significantly enriched my portfolio. Moreover, I actively dedicate any available downtime to honing my craft in the realm of 3D, diligently mastering tools like Houdini, ZBrush, and Substance Painter.

MAVERICK MEDIA:
CREATIVE 3D + MOTION DESIGNER
MAY 2018 - AUG 2021

In this position, I had the opportunity to deepen my expertise in Adobe After Effects and Cinema 4D, crafting captivating graphics and animations for esteemed clients including Red Bull, Pokémon, Bandai Namco, and a host of others. Additionally, I gained invaluable experience in ideation, art direction, and client presentations, playing a pivotal role in numerous successful projects.

PICTURE PRODUCTION COMPANY:
3D + MOTION DESIGNER
AUG 2016 - MAY 2018

This role provided me with a valuable opportunity to refine my skills in seamlessly blending graphic design with the dynamic world of motion. Working on GFX for film trailers with prestigious companies like Disney, Paramount, Universal, and others allowed me to immerse myself in projects that fueled my growth. It was during this time that I deepened my expertise in Adobe After Effects, Cinema 4D, and various other applications and plugins. I had the pleasure of crafting unique graphic styles and captivating logo animations tailored to the specific needs of each film project, further enriching my portfolio and skill set.

REFERENCES

PAUL WATKINS
HEAD OF GFX PPC:
Paul@theppc.com

SEAMUS MASTERSON
ECD OF MAVERICK MEDIA
Seamus.Masterson@maverickmedia.com

CONTACT

EMAIL:
omardays.motion@gmail.com

PHONE:
+44 (0) 77124 67569

WEBSITE:
www.omardays.com

SOCIALS

INSTAGRAM:
@omardays.motion

BEHANCE:
behance.net/omardays

DRIBBBLE:
https://dribbble.com/omardays

SKILLS:

Cinema 4D + Redshift
Adobe After Effects
Adobe Photoshop
Adobe Illustrator
Adobe Premiere
Powerpoint
Adobe InDesign
Substance Painter

SKILLS IN DEV:

Houdini
ZBrush
Illustration
Graffiti
Photography

