

OMAR_DAYS

JON OMAR

3D + MOTION GRAPHIC DESIGNER



ABOUT

I am a motivated and creative designer with a proven ability to exceed expectations, both working alone and within a team setting. I have a constant drive towards self-improvement with my academic studies and professional experience, which has led to the development of my time management, communication and creative skills, therefore allowing me to work calmly and confidently under pressure. I have become accustomed to the delivery of high-quality work within commercial constraints. I am able to manage various client briefs effectively and I demonstrate an ability to adapt to ever-changing requirements, whilst continuously exceeding expectations. My passion for Graphic Design, along with 3D and Motion Graphics is continually growing, as I constantly enjoy the challenge of creating dynamic pieces of work which effectively communicate ideas.

EDUCATION

BATH SPA UNIVERSITY:

*2:1 BA HONS IN
GRAPHIC COMMUNICATION*

UNIVERSITY OF WALES, NEWPORT:

*MERIT GRADE:
FOUNDATION DIPLOMA IN ART AND DESIGN*

EXPERIENCE

THE PICTURE PRODUCTION COMPANY:

3D + MOTION DESIGNER

AUG 2016 - MAY 2018

This role gave me an opportunity to hone my skills in mixing Graphic design and the world of motion by working on the GFX on film trailers for companies such as Disney, Paramount, Universal and many more. This gave me a chance to develop my skills in Adobe After Effects, Cinema 4D and a range of applications and plugins whilst designing graphic styles and logo animations for many different films.

MAVERICK MEDIA:

CREATIVE 3D + MOTION DESIGNER

MAY 2018 - AUG 2021

In this role, I was able to expand my knowledge further into Adobe After Effects and Cinema 4D, producing graphics and animations for clients such as Red bull, Pokémon, Bandi Namco, and many more. I also have experience in ideation, art direction, and pitching to the client on numerous projects.

FREELANCE:

CREATIVE 3D + MOTION GRAPHIC DESIGNER

AUG 2021 - PRESENT

Since the summer of 2021, I plunged into the life of freelance, this has given me the opportunity and freedom to work across a wide range of projects for some amazing clients. I also find myself using any downtime to develop my skills in the world of 3D further, learning programs such as Houdini, ZBrush + Substance Painter.

REFERENCES

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

SEAMUS MASTERSON
EXECUTIVE CREATIVE DIRECTOR MAVERICK MEDIA
Seamus.Masterson@maverickmedia.com

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SKILLS

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

SKILLS IN DEVELOPMENT

Houdini
ZBrush
Substance Painter
Illustration
Graffiti
Photography