

# omardays

Jon Omar  
3D + motion graphic design



## about\_

I'm an ambitious designer with a strong track record of exceeding expectations in both team and solo projects. With expertise in Adobe Creative Suite, After Effects, Cinema 4D, and Redshift, I specialise in crafting high-quality motion graphics and 3D visuals that meet diverse client needs. I thrive on being involved in all creative stages, from ideation and pitching to execution, ensuring a seamless and impactful final product. Combining academic learning with professional experience, I've honed my time management, communication, and creative problem-solving skills, allowing me to perform well under pressure and deliver outstanding results. Passionate about Graphic Design, 3D, and Motion Graphics, I embrace the challenge of tackling complex commercial projects and continuously pushing creative boundaries.

## education\_

Bath Spa University:  
2:1 BA Hons:  
Graphic Communication

University of South Wales, Newport:  
Merit Grade:  
Foundation Diploma  
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, by expanding my knowledge in tools like Houdini, X-Particles, 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:

MID WEIGHT 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 fuelled my growth. It was during this time that I honed my craft in Adobe After Effects, Cinema 4D, and various other applications and plug-ins. 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.

## reference\_

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ECD OF MAVERICK MEDIA  
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