

Curriculum Vitae 2025

A brief professional summary:

After leaving university I started working for a production company based in Newcastle upon Tyne as a video editor and motion graphics animator. I quickly learned the importance of clear communication in order to meet design goals, budgets and deadlines for our broadcast, corporate and commercial clients.

I then decided to go freelance and head to London. During my time there I worked on TV and film productions, e-commerce content and video games. This further broadened my skill set and software knowledge and it was here that I focussed on my passion for 2D and 3D animation.

My time in London taught me valuable lessons about working independtly; how to solve problems, to take pride in my work and foster a reputation as someone who is reliable above all else.

After several years in London I decided to move away from the city and I now work 100% remotely from my home in North Wales.

My diverse skill set has broadened further to incorporate small-scale visual FX and compositing work, video retouching and more aspects of 3D animation.

I have been working this way for over a decade now and I pride myslef on being a good communicator and being well organised with a solid, reliable work ethic.

Education and training:

2008: 3D training Autodesk Maya/Cinema 4D
Course completed
Academy Class, London

2000 - 2003: Media Production & Animation BA (Hons) 2:1
Northumbria University

1995 - 1999: BTEC National Diploma Media and Video Practice: Distinction;
A level Photography (A)
Wrexham College

Employment experience:

2003 to 2008: Editor/Motion Graphics

Dene Films, Newcastle Upon Tyne

Responsibilities:

Video editing, motion graphics and film/video compositing.

Using the following stuff:

Final Cut Pro, Avid, Adobe After Effects, Photoshop, Illustrator.

2008 - 2025: Freelance motion designer and animator

For the last 17 years I have been working as a remote freelancer for clients all over the UK, Europe and America.

I have worked independently and as a team member on TV productions, commercial campaigns and B2B

E-commerce campaigns, where I provide design, animation and short form editing.

I have also designed and developed assets for interactive online conferencing platforms, including VR and I have recently designed and animated assets for the Roblox video game platform.

Stuff I am currently using and looking into:

Cinema 4D and Reshift. Adobe creative suite; After Effects, Premiere Pro, Photoshop, Illustrator and Substance Painter. Devinci Resolve, Roblox game platform, Unreal engine and Unity.

A bit about me outside of work

I am a keen mountain biker, basketball player and videographer. Whenever I get the chance I try and combine the two.

As a result I film and edit promos for my local basketball team and have recently been part of the Basketball Wales National League media team where I filmed courtside interviews, match highlights and created motion graphics for the national finals.

I am currently engaged in a mountain bike film project with some national champions and ex world cup racers and I am also developing a short documentary that I intend to shoot and edit myself.

Finally, I immensely enjoy video games - with a broad taste in genres and platforms and its a medium I intend to have more creative engagement with.

Portfolio

If you would like to see some examples of my work please visit www.dylanwynne.co.uk