

curriculum vitae 2020

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

production experience

November 2003 to July 2008: Editor/Animator/Motion Graphics
Dene Films, Newcastle Upon Tyne

responsibilities:

Video editing
Motion graphics
Film/video compositing
Mastering and quality checks to broadcast standards

using the following stuff:

Final Cut Pro
Avid
After Effects
Photoshop
Illustrator

new stuff I'm looking into and currently using:

Premiere Pro
Cinema 4D
3D tracking and matchmoving

2008 - 2020: freelance motion graphics artist

For the last 12 years I have been working as a remote freelancer for clients all over the UK, Europe and America. Delivering polished work for TV, corporate presentations and large scale events, social media campaigns and more recently; virtual conferencing and VR experiences.

My broad skillset has lead me to a diverse collection of work, where I find a lot of my skills mixing together. My VFX and compositing skills are often used in motion graphics, my 2D character skills are often employed in giving type some personality and my background in editing has proved very useful in constructing longform VR/360 projects. But most of all, its my understanding of character and narrative that prove to be the most useful. Context is key!

a bit about me outside of work

I am a keen mountain biker and photographer, whenever I get chance I try and combine the two. No matter where my rides take me, I usually have a camera onboard. last year I enjoyed an epic trip from lake Garda to lake Como for 5 days across the Italian Alps, all caught on camera.

I try and use my photography in my animation, VFX and motion graphics work. Either capturing high resolution textures or shooting 4K elements with my personal VFX kit.

Finally, I am a big comic book and video game fan. I've enjoyed watching their rise in popular culture and their impact on modern media. They are a constant source of inspiration to my work as well.

Links

If you would like to see some examples of my work please use the link below to view my showreel.

www.dylanwynne.co.uk