

# Alan O'Brien

## VFX/MoGraph Generalist

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### Alan O'Brien

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### Skills / Software

Over the years I have endeavored to remain up to date with the latest software, technology, and methodology advances. I remain committed to expanding my skill base and learning new tools all the time. Whilst I began my career more specifically in a Motion Graphics role, my VFX skills have grown along with the projects I have worked on. I now not only design, but Composite effects, greenscreen and CG. I can Roto for days; Build CG, Light, Texture and Render it and I also edit and grade. I have a broad knowledge of softwares and whilst I have a core group that I use more than others I believe I can quickly delve into new programs and produce results fast. I'm organised and often methodical in my approach to VFX/Mograph, I can delegate tasks when necessary and communicate to others in a clear, concise but friendly way.

#### Skills:

- Strong knowledge of Compositing inc keying, tracking & grading
- Strong knowledge of Mograph Design 3D & 2D
- Good knowledge of Particle simulation effects inc Particular & X-Particles
- Strong Roto ability using Mocha Pro
- Good 3D knowledge mostly in Cinema 4D but understands practices across other softwares
- Good On Set Supervision knowledge
- Strong knowledge of VFX workflows across various skill areas
- Strong knowledge of Photoshop for CG texture creation
- Good Knowledge of CG lighting, texturing and rendering
- Good knowledge of renderers inc Redshift, Octane and Arnold
- Able to work under pressure and deliver on a deadline
- Strong communication and problem solving ability

#### Software:

- Adobe After Effects \*\*\*\*\*
- Blackmagic Fusion \*\*\*\*
- Cinema 4D \*\*\*\*
- Mocha Pro \*\*\*\*
- Da Vinci Resolve \*\*\*
- Adobe Premiere Pro \*\*\*
- Adobe Photoshop \*\*\*\*\*
- Adobe Illustrator \*\*\*\*\*
- X-Particles \*\*\*
- Nuke \*\*

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## Experience

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### **AOBMOTION / Freelance VFX/Mograph Generalist**

JAN 2014 - PRESENT, VARIOUS

I decided to go freelance so I could broaden my client base and push myself creatively whilst also creating a greater work/life balance. Since then I've worked for a variety of clients either remotely or on site in various studios and post houses. I've worked on projects independently and also in teams. Most recently on Netflix's The Worst Witch I was given the role of Lead Compositor for the inhouse BBC VFX team, and Supervised VFX shoots on set and location. I was also the sole VFX Artist responsible for creating some of the dream sequences and humorous sign replacements on Peter Kay's Carshare.

Projects worked on include:

The Worst Witch Series 1 to 4 VFX (Netflix/Children's BBC)  
Brassic VFX (Sky One)  
Carshare VFX (Goodnight Vienna Prod - BBC One)  
Man Like Mobeen - TITLE GFX & VFX (Tiger Aspect - BBC)  
Evermoor VFX (LimePictures)  
Hollyoaks VFX (LimePictures - Channel 4)  
Dragons Den TITLE GFX (Space Digital - BBC)

### **VTR Manchester / Senior Designer**

FEB 2012 - DEC 2013, MANCHESTER

Up until moving to VTR a lot of my work had been broadcast based, this move gave me an opportunity to do more commercial work and with a different client base. I worked on various commercials which had a hugely faster turnaround time compared to broadcast projects. This pushed my skill set and helped enable me to work quicker and more efficiently.

Projects worked on include:

Rio Ferdinand 5 Brand Launch Promo  
Crabbies Xmas Advert  
CSL Sofa Commercials  
Ade at Sea (ITV)

### **SUMNERS Post Production / Senior Designer**

AUG 2003 - FEB 2012, MANCHESTER

It was at Sumners that I fully established my name within the North West television industry. Working at Sumners gave me a good foundation of the overall post-production pipeline working alongside various post house departments. I enjoyed great success designing title sequences and VFX. I was part of the team nominated for a BAFTA Craft Award for the titles for Paramounts Comedy Drama 'Suburban Shootout'. It was at Sumners where I also played a role in the GFX/VFX department winning the North West RTS Craft Award for the title for BBC's, "I'm in a Rock and Roll Band".

Projects worked on:

Exodus Earth (Discovery)  
Jinx (Children's BBC)  
Leonardo (Children's BBC)  
The Innocence Project (BBC One)  
The Comedy Map of Britain (BBC Two)

## **M62 Visual Communications / Motion Graphics Designer**

OCT 2002 - JUL 2003, LIVERPOOL

Responsible for the creation and design of corporate animations. I had to bring to life the visions of a wide range of clients as well as providing direction when requested. I completed animations for many well known corporates as part of presentations for boardrooms, conferences and events.

Clients worked with:

Europcar  
Astrazeneca  
Standard Life  
Co-operative Bank

## **STEVENSON BELL ARCHITECTS / Graphic Designer**

JULY 2002 - OCT 2002, MANCHESTER

While here I was responsible for all in house design, creating product boards and corporate identities for a variety of architectural clients.

## **422 MANCHESTER / Junior Designer**

JAN 2001 - JULY 2002, MANCHESTER

This was my first job after leaving university and was an extremely valuable foundation for starting me on my way within the post production industry. I worked as part of a well experienced team who helped me to understand workflows and post production standards whilst nurturing the skills I had developed at university.

Projects worked on:

Everyman (BBC Two)  
I Love the 80's/90's (BBC One)  
One Big Sunday (BBC Three)  
Question of Sport (BBC One)  
The Spiderman Story (Channel Five)

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## **Education**

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### **University of Salford / BA(Hons) Graphic Design**

SEPT 1997 - JUNE 2000, SALFORD

Upper second class Honours 2:1

### **Liverpool John Moores University / Foundation Art & Design**

SEPT 1996 - JUNE 1997, LIVERPOOL

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## **Awards**

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Bafta Craft Award Runner Up - "Suburban Shootout", Channel 5

RTS North West Craft Award Winner - "I'm in a Rock and Roll Band", BBC