

RYAN DEMPSEY

Motion GFX Designer

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Linkedin

Showreel

ABOUT

Personable. An effective communicator at all levels with excellent problem-solving and organisational skills. I'm adaptive with the ability and experience to work within a fast paced and forever changing environment. I thrive off the challenges that it presents and enjoy the opportunity to work with other artists of all experience levels.

EXPERIENCE

WAG TV WAG TV - What On Earth (SCIENCE CHANNEL) Lead VFX/MOTION GFX DESIGNER 2018 - Present

- Lead the creation and development of concepts and visuals across 20 episodes per series, ensuring timely delivery of stunning realistic/fantastical and stylised VFX
- Work with the executive and series producers' ensuring a high level of design and photorealism throughout



COSMOS GFX - VFX/MOTION GFX DESIGNER FREELANCE 2015 - Present

- Creation and development of a wide range of concepts/visuals across different clients, including:
 - WAG TV (Discovery Channel)
 - Candy Space
 - Chelsea TV
 - Booz Allen Hamilton
 - Byte London (Spotify)
 - Projection Artworks



Framestore - Modeller and Texture artist 2012 - 2015

- Modelling and texturing VFX assets for commercials
- Responsible for assuring timely delivery of assets to the riggers and animators

- Creation of alphas and procedural textures in photoshop
- Development of uvwing, modelling, sculpting, and texturing skills
- Main projects: 3D modelling and texturing McLaren Formula 1, Dyson, Sky TV, Adot, Snickers

EDUCATION



Texturing and Surfacing for Films/Cinematics
JUL - NOV 2020



Scott Eaton: Digital Figure Sculpture
SEP - DEC 2019



MA Animation, University of Salford
Distinction;
SEP 2008 - JUN 2011



BA Animation, University of Salford
First Class Honours;
SEP 2006 - JUN 2008



BTEC National in Multimedia,
South Trafford College,
Grade MMM

SOFTWARE



MAYA



SUBSTANCE



PHOTOSHOP



CINEMA 4D



ZBRUSH



MARI



AFTER EFFECTS



XPARTICLES

SKILLS

3D TEXTURING 3D RENDERING

3D MODELLING 3D SCULPTING