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DAVID BRYAN

PORTFOLIO

www.dcbryan.com

My portfolio contains work samples of a wide range of project types. For each project I clarify my specific role, the applications and techniques used and some behind the scenes content, giving a further window into each project.

If there's a specific style of work you're looking for, please contact me with the request. I have many more projects that I can't share publicly for NDA reasons, but would be glad to share privately.

SKILLS

After Effects and Cinema 4D are my applications of choice for 2D and 3D animation, with +10 years in both applications.

In After Effects, I do a lot of 2D shape layer keyframe animation, mobile UI/UX mockups and motion studies, adding motion graphics to video edits, titles, ads and content for social platforms. I've also done compositing and some VFX, motion tracking and object removal on live action footage.

In Cinema 4D, I'm very comfortable with 3D camera and object animations, and all Mograph features. Hard surface modeling, light texturing work, lighting and rendering. Recently I've learned the real time renderer platform - Octane, it's been a great addition to my workflow, a huge time saver and flatout fun to use. I have experience with X-particles as well, and would love to spend more time exploring the vast feature set.

I'm also proficient in Apple Final Cut Pro & Logic. Adobe Premiere, Photoshop, Illustrator and Audition. I also have no problem working with design files in Figma, Sketch and Principle.

EXPERIENCE

Freelance, self employed – *Motion Graphic Designer*

JAN 2011 - PRESENT

- I have experience in an agency setting - working on large projects as part of a team, receiving art direction, handed-off storyboards or style-frames from a designer or illustrator. I've also managed a small team of motion designers, all working together efficiently to tackle very involved animation projects.
- I'm equally as comfortable working solo - directly with a client to achieve the directive, acting as my own art director and designer.