

Jamie O'Hara

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<https://www.bluepencilconcept.com>

Summary

Creative. With a desire to produce the best work possible and always looking to expand and develop my skills in all things artistic.

Experience

Freelance Senior Concept Artist

Blue pencil concept

May 2016 - Present (7 years 9 months)

Freelance concept artist/asset creation. Working to facilitate creative briefs from initial concept to fully realized assets. Working in various mediums and formats from traditional to digital to bring high end concept work and creative problem solving.

Art Director

Framestore

Aug 2015 - May 2016 (10 months)

CG Supervisor/Senior 3D artist

Framestore

Aug 2013 - May 2016 (2 years 10 months)

3D Lead/VFX Supervisor

Psyop

Jul 2012 - Aug 2013 (1 year 2 months)

Supervise and work within full 3D projects for commercial advertising and broadcast. Implement creative problem solving from pre-production through to the finished product. Manage small/medium sized teams successfully to execute projects in a timely manner. Departmental Lead means helping others with my knowledge and experience as well as developing ideas and techniques that may be beneficial to the department as a whole.

Lead Character Developer/VFX Supervisor

The Mill

Jul 2007 - Jul 2012 (5 years 1 month)

Supervise and work within 3D projects for commercial advertising and broadcast. Implement creative problem solving from pre-production through to the finished product. Manage small teams successfully to execute projects in a timely manner. Specialise in conceptual and look development, with added skills in illustration, editing and design. I work as a generalist, however, my areas of expertise are design, illustration, modelling, zbrush, texturing, lighting and rendering.

■ Senior 3D Animator

The Mill

Jun 2007 - Jul 2007 (2 months)

Manage and run projects from beginning to end

Deal directly with clients and directors

Work in all areas of 3D, including; modeling, texturing, animation, lighting, rendering, and compositing

■ MPC 3D artist/VFX Supervisor

MPC

2005 - 2007 (2 years)

Manage and run projects from beginning to end

Deal directly with clients and directors

Conceptualise and create solutions for the projects I work on

Work in all areas of 3D, including; modeling, texturing, animation, lighting, rendering, and compositing

■ MPC VFX Editor

MPC

2005 - 2005 (less than a year)

Manage and compile daily updates to the edit. Organize and assist in the presentation of dailies for the team to review. Work directly with senior operators and production to ensure the smooth running of vex editing per project

2nd Camera Assistant

Freelance Camera Operator/Assistant

2001 - 2004 (3 years)

Worked closely with the DOP and camera crew on various sized jobs. These included commercials, feature films and music videos. On set experience with day to day management of the camera equipment, film loading, and general upkeep of the camera department.

Education

Simon Lee - In-Studio Core Class

Traditional sculpture - character design

2015 - 2015

Watch and learn from Simon Lee as he goes through his process of creating and designing a character in chavant clay. As part of the class I had to apply these skills to my own character design and fully realize it in clay.

Anatomy Tools

Carlos Huante - Humanoid Creature Design (Master Class)

2013 - 2013

Scott Eaton Online Anatomy Course

Zbrush/Sculpture

2012 - 2012

Jordu Schell Studio

Creature and Character Design, Sculpting/Character design

2011 - 2011

Gnomon School of Visual Effects

character design

2009 - 2009

Gnomon School of Visual Effects

gesture drawing

2009 - 2009



Solent University

BA Hons, Film

1998 - 2001

St. Austell College

4 A-levels, English, Graphic Design, Media Studies, General Studies

1996 - 1998

Penrice Comprehensive

1991 - 1996

Skills

Illustration • Zbrush • 3D rendering • Look Development • Texturing • Lighting • 3D Modeling • Character Animation • Character Design • 3D modelling

Honors & Awards

Outstanding Sports Promotional Announcement Institutional - Sports Emmy

2011

MLB All Stars, Fox

Outstanding Animated Character in Broadcast Program or Commercial - VES

2010

AMF - The Caterpillar

Outstanding Visual Effects in a Commercial - (Nomination) - VES

2010

AMF - The Caterpillar

Technique, Animation - Cleo Award - Bronze

2010

AMF - The Caterpillar

Animation - AICP award

2010

AMF - The Caterpillar

Best Visual Effects - BAFTA TV

2007

Hogfather

Best 60' Commercial - (Nomination) - BTAA

2007

Audi - Satellite