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PROFILE

Motion graphics designer with strong technical software skills and passion for quality in design, motion and aesthetics. Practical and applied, good at problem solving, learning new techniques in order to achieve the best results. Previous work includes feature film animation, stereoscopic direction, game visuals and digital advertising.

PROFESSIONAL EXPERIENCE

SENIOR HYBRID DESIGNER

Duke & Earl

Nov 2012 - June 2013

Having been hired as a freelance hybrid (2D and 3D) designer initially at the firm, I was quickly offered a full time role at the company and was the sole in-house designer at the firm. My days varied wildly, tasks on any given day could include compositing, direction, animation, layout, storyboard, pre-vis or creative. I often directed a team of freelancers in our busier times and also managed a graphics intern scheme.

FREELANCE

2006 - Nov 2012, Current

Worked with various clients throughout university and for three years after, producing a variety of still and motion graphics for a number of clients, notably, Shucks, Addiction, Dixon Baxi and Made Visual Studio. Since the end of Duke & Earl I have been freelance again working with the likes of Rockabox, Tundra, and Jellyfish Pictures.

Made Visual Studio

Nov 2010 - May 2012

Stereoscopic Technical Director and animator on feature film "A Liar's Autobiography: The Untrue Story of Monty Python's Graham Chapman". I entered the role tasked with learning techniques used to bring traditional animation to life in the stereoscopic environment. This then progressed to teaching 14 top animation companies how to use their everyday software to create stereo content. I was also heavily involved in creating our own animated sequence for the film. The sequence entitled "Biggles" was created almost entirely in Cinema 4D and having rarely used C4D up to this point in my career I had a steep learning curve in order to produce film-worthy visuals!

EA Games/Criterion

July 2010 - Sept 2010

Three months working on the title Need for Speed: Hot Pursuit. The role saw me creating pre visual animations for in game content such as menus, map animation and car selection UI. Created a set of unlock sequences and set of graphic icons which were also used throughout the game. After the game was finished I went on to work on marketing videos for the title.

EDUCATION

RAVENSBORNE COLLEGE OF COMMUNICATION

2007-2010

2:1 grade in BA(Hons) Design for Moving Image.

JOHN RUSKIN COLLEGE

2004-2006

A Level: Physics, Maths and Fine Art

AS Level: Graphic Design

WHITGIFT SCHOOL

1998 - 2004

CCSE: II A* - B

EXPERTISE

Motion Graphics 2D and 3D

Cinematography

Stereoscopy

Branding

UI Design

Pre Visualisation

SOFTWARE SKILLS

After Effects, Illustrator, Photoshop, Final Cut Pro, Premiere, Cinema 4D, InDesign, Mocha, PF Track. Currently learning Nuke

REFERENCES

JUSTIN WEYERS

Director, Made Visual Studio - 0207 739 2806

JOHN MOULTON

Art Director, Independant (ex-D&E) - 07980 897 234