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PROFILE

Motion graphics designer with strong technical software skills and passion for quality in design, motion and narrative. Practical and applied, good at problem solving and learning new techniques as well as working with others in order to achieve the best results.

PROFESSIONAL EXPERIENCE

MOTION GRAPHICS DESIGNER - Ogilvy October 2014 - Current

On moving to Coddalming I was lucky to join the Ogilvy team down the road in Shere. Working with one other video production colleague initially, we've grown to a team of four and have expanded the breadth of work we undertake for our clients. The B2B market presents some unique challenges, but has allowed me to grow skills in a variety of areas.

SENIOR HYBRID DESIGNER - Duke & Earl Nov 2012 - June 2013

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 MCGFX DESIGNER Sept 2007 - Nov 2012 and July 2013 - Sept 2014

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 3D/2D animator on feature film "A Liar's Autobiography: The Untrue Story of Monty Python's Craham Chapman". Various other film, TV and motion graphics projects.

EA Games/Criterion July 2010 - Sept 2010

Worked as a freelancer on 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. I also 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 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
Video Production
UI Design
Pre Visualisation
Branding

SOFTWARE SKILLS

After Effects, Illustrator, Photoshop, Final Cut Pro, Premiere, Cinema 4D, InDesign, Mocha, PF Track, Logic, Audition.

REFERENCES

JUSTIN WEYERS

Director, Made Visual Studio - 0207 739 2806

JOHN MOULTON

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