

Sam O'Hare

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WORK EXPERIENCE

Senior Designer, Uniform, Liverpool

May '05 - Present

Create short, computer graphics heavy marketing films and animations, primarily for architects and property developers. I work on all stages from concept development to directing and organising VFX shoots, modelling, animation, lighting, rendering, compositing and editing. Liaise with clients, architects and crews, run teams of artists on larger jobs, maintaining quality and timescales.

Responsible for hardware and software strategy and planning, overseen and managed the hardware needs for the team expanding from 10 members to 24, including workstations, render farm and online HD suites. Photograph for the website and in house use. Troubleshoot problems and train staff. Write 3dsmax scripts to accelerate workflow and add functionality. Several of these are freely available on my website.

Designer, Uniform, Liverpool

Dec '04 – Apr '05

Created photorealistic images and animations for high profile architects such as Fosters, Grimshaw and Foreign Office and developers in the UK and abroad. Helped to develop the film and visual effects based side of the business through introduction of compositing and filming techniques.

Design Co-ordinator, The Juice Group, Sheffield

May '04 – Nov '04

Responsible for a team of seven artists, running multiple image, animation and interactive jobs at once, liaising with clients and taking briefs, ensuring deadlines are met and quality of the work is high. Continued production work in film, animation and interactive jobs.

3D Visualiser, The Juice Group, Sheffield

May '03 – Apr '04

Responsible for creation of photorealistic and NPR images and animations. Produced interactive presentations using Flash, created websites, shot, edited and post-produced video, wrote scripts in max and javascript, acted as technical support both in-house and for clients (including official Discreet 3dsmax support), and maintained a render farm.

Underdog Productions

Sep '01 – Jan '02

Created 30 minute animation as part of a team of three for an educational campaign aimed at 8-10year olds

Freelance

'99 - Present

Working for a variety of clients in architectural visualisation, design and animation. Elements of this work have been published in magazines, books (JAE, 306090, Feidad), newspapers, and presented at universities including Greenwich, M.I.T. and exhibited at SoHo 20, New York.

Speaking / Tutoring

'00 – Present

Represented Uniform at various industry events. Toured with Autodesk on the SuperUser tour in Dubai and six cities across Europe, speaking to audiences of professionals, architects, and students about visual effects techniques in our work. Spoke to an audience of 2,200 at the Autodesk User Group Meeting in San Diego '07, and on the stand. Tutored in use of computer graphics in architecture at UCL and University of Greenwich (London), University of Washington (St. Louis), and privately.

EDUCATION

Primary Software

BA(Hons) Architecture (2:1), University of Greenwich
A-Levels - Art / Maths / Physics / French
GCSEs - 5A*, 4A, B

3dsmax / Vray / Brazil / fR / mental ray / maxscript
Fusion / Combustion / Photoshop / Premiere
PFTrack / Matchmover / Squeeze