

BRIAN O'BYRNE

GRAPHIC ARTIST / ANIMATION / ILLUSTRATOR



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PROFILE

Highly organised designer with excellent planning skills & experience within corporate / multinational environment as well as working individually. Excellent communication and interpersonal skills with a strong ability to build effective relationships with internal & external stakeholders. Creative & innovative with experience creating motion graphics, illustrations and other visual elements while adhering to company branding and design guidelines.

EXPERIENCE

IBM

COMMUNICATIONS SPECIALIST

SEPT 2015 - JULY 2018

GRAPHIC DESIGN

- Role involved running many graphic design projects in the IBM Ireland lab. Work included creating graphics, infographics, interactive charts for several high profile projects, many intended for clients or large company wide presentations.
- Managed and produced content for public facing digital signage and televisions in public and employee areas throughout the IBM Ireland Lab. Content included posters, notifications and videos.

ANIMATION / VIDEO

- Successfully designed and produced a series of animated videos for a client facing storefront selling IBM technology solutions.
- Selected to produce a promotional video, combining video and animation which was used to showcase IBM's Technology Campus in Dublin to clients and potential customers.
- Produced numerous animated and video projects by generating full workflows using Adobe creative suite, from initial script & storyboard to final production including publishing to internal and external platforms.

COMMUNICATIONS / PROJECT MANAGEMENT

- Managed the Ireland Lab quarterly newsletter. Gathered material, added assets & artwork as well as assembling the newsletter and ensuring it was sent out on time.
- Successfully managed a complete redesign of the newsletter format. Engaged with several different teams of web designers, developers and IT specialists to overhaul the design and functionality of the Ireland Lab Newsletter.
- Stakeholder management, ensured everyone connected to all projects were kept informed and up to date on all aspects of development.

SNUGBORO FILMS

ANIMATOR

JAN 2014 - JUNE 2014

ANIMATION

- Designed and created animations for use in a live action documentary film 'Ladies of Science' about two pioneering female scientists from the 19th century.
- Animations were created from HD photographs of books from the period and adapted into motion graphics. The documentary was screened on RTE in 2015.

GLASS ROBOT STUDIOS

ARTIST

OCT 2012 - JUNE 2013

ILLUSTRATION / ANIMATION / GRAPHIC DESIGN

- Primary artist for a start up studio creating a game for the iPad. Created all visual assets, game graphics, UI, character animations, starting with early wireframe and placeholder elements to final versions on release.
- The game: 'Blake Justice: Project Hero' was released on the AppStore in August 2013.

EXPERIENCE

GILL & McMILLAN

ARTIST

JUNE 2013 - OCT 2013

ILLUSTRATION / ANIMATION

- Lead artist for a group creating an iOS app based on the popular series of children's books 'Harry's Magic Tables', designed to help children learn their multiplication tables.
- Created level graphics and assets, animated characters and various other elements for use in the app. Most of the artwork was based upon existing assets created for the book.
- App was released commercially on the Appstore in December 2013.

FREELANCE

DESIGNER / ANIMATOR

MAR 2007 - SEP 2015

GRAPHIC DESIGN / ANIMATION

- Worked with business owners to design both small and large scale posters for use on advertising billboards. These included shops and restaurants around Dublin city including Zipyard, Diwali Restaurant & Sparks Bistro.
- Designed flyers and posters for both digital and print distribution for music events and concerts over the years for several different promoters including Melodic Dublin & Eastside Tavern.
- Worked as a concept artist on several small projects creating art and graphics for mobile indie games. I created animated characters, level assets and other elements during development.

ILLUSTRATION

- Illustrated a series of children's board games aimed at fostering a positive lifestyle through healthy eating and exercise. Designed the game boards, counters and box art aswell as a series of characters for use within the game. The game is still currently in development.
- Designed and illustrated covers and internal artwork for children's books based on the characters in the Positive Moves board games.

Work references available on request

SOFTWARE / SKILLS



EDUCATION



Industrial Design
Degree 2003 - 2007
Nationale College of
Art & Design



Digital Games Content
Diploma 2012 - 2013
Digital Skills Academy



Creative Digital Media
Masters 2010 - 2012
Dublin Institute of
Technology

UX Design
Diploma 2018 - 2019
UX Design Institute



ACHIEVEMENTS



Harrys Magic Tables App
Web Elevate EXPO 2013
Best Project



Motion Graphics Videos
IBM ICS All Hands Call 2017
Featured Work



Ladies of Science Documentary
Life Fest Film Festival 2015
Project Contributor