GARY MOYNIHAN

CREATIVE PROFESSIONAL

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PROFILE

Head of Creative Design
Grande Exhibitions
Nov 2016 - Present

Multimeda Designer
Staging Connections
Oct 2015 - Nov 2016

Graphics Operator
Multimedia Systems
Aug 2012 - Oct 2015

Digital Production Technician
Imagelab
Mar 2008 - Feb 2012

I'm a self-motivated creative professional with over a decade of industry experience, relevant tertiary qualifications and excellent organisational, leadership and communication skills.

My strengths are:

• Creativity: A background in Art and Design, with a lifelong passion for visual media
• Experience: 10+ years of relevant, hands-on, industry experience
• Software Proficiency: The Adobe Creative Suite
• Leadership: Managing creative projects from concept to delivery

My current role as Head of Creative Design at Grande Exhibitions allows me to set the tone for the visual direction of the exhibitions my team produces. We develop, produce and deliver world-class multi- display immersive exhibitions which go on display internationally.

My previous experience includes motion design, live event production, show delivery and graphic design for the AV and print industries in New Zealand and Australia.

EDUCATION

Diploma of Screen & Media
SAE Institute of Creative Media
Feb 2018- Nov 2018

I recently completed this online course which specialised in 3D animation & visual effects. Modules include: Creative Media Projects, Story Development, Drawing Fundamentals for Animators, Creative Media Projects (management) Layout and Previsualisation, Animation Principles and Animation Production.

Digital Media Techniques (L5)
FETAC (Ireland)
Jan 2006 - Jan 2007

Full time training in Digital Imaging, Audio and Video Design, Illustration & Animation Modules Including: Digital Imaging & Photography, Digital Sound and Video, Digital Illustration & Animation, Multimedia, Project Management, Desktop Publishing, Web Design, Graphic Design, Authoring & Interactivity.

B.A. Fine Art
CCAD (Ireland)
Sept 2000 -June 2004

My major was Print Making, specialising in Photography (digital and darkroom).
I also studied Art History and Appreciation as part of my degree.
My thesis, entitled 'High Art in the Digital Age; recent work by Andreas Gursky and Bill Viola and its cultural context' explored the idea that artists are responding to the rise in creative technology by producing new high-end work. I examined how early video art was received, and how new media work is a major force of contemporary art practice.

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WORK EXPERIENCE

- **Head of Creative Design**
  Grande Exhibitions
  Melbourne
  Nov 2016 - Present

  Grande Exhibitions specialises in the creation, design, production, commercialisation and placement of select international travelling exhibitions and fixed exhibition projects that possess broad cultural appeal.

  The company takes appealing concepts or raw exhibits with time-less brand appeal, and transform them into visually and technically dynamic exhibits ready to tour internationally.

  I was promoted to the newly created role of Head of Creative Design following a company re-structure in 2018. My previous role was Lead creative, which I held for almost 2 years. I was originally hired as a multimedia designer.

  Referee available on request.
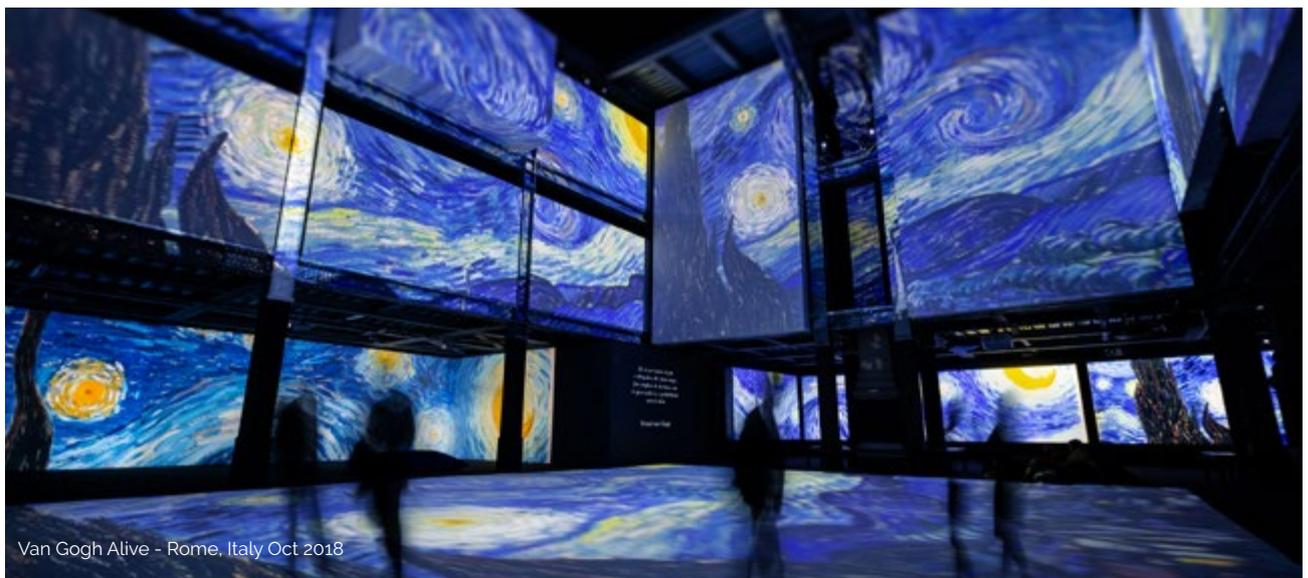
My management duties include:

· Management of the creative design team (in-house and off-site) including new hires.
· Management of all workflow through the creative design department
· Brief, scope of work and production time line writing for all projects
· Custodian of the various brands held by Grande Exhibitions
· Outsourcing creative design work when and as required
· Financial responsibilities to ensure the company is cost efficient
· Lead creative on all projects

My production duties include:

· Concept development and story boarding
· Developing complex AfterEffects templates to facilitate content creation
· Motion graphic design and animation
· Video editing and compositing
· Sound design
· Developing, producing and testing technically stable multi- display immersive experiences
· Configuration, set-up and operation of industrial computer systems
· Producing VR mock-ups/ Video and still renders to pre-visualise experiences
· Website maintenance (Wordpress), social media management and e mail marketing

The essential skills I demonstrate in my day-to-day duties include:

· Strong design sensibility
· Creative project management using industry best practice.
· Comprehensive knowledge of Adobe Creative Suite
· Extensive knowledge of video formats and output codecs (nonstandard aspect ratios).
· Show delivery - for several projects I have travelled overseas to install. Countries worked in include Brazil (x2), Portugal, Italy(x2) and Poland.

Van Gogh Alive - Rome, Italy Oct 2018

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WORK EXPERIENCE

Multimedia Designer
Staging Connections
Melbourne
Oct 2015 - Nov 2016

Staging Connections (Now Encore Event Technologies) is one of Australia's largest live events production companies.

In Melbourne, I worked on live events in many venues, including Palladium at Crown, and The MCG.

As a key member of the Multimedia team, my duties included:

- Creating still and animated graphics using The Adobe Creative Suite
- Video editing and sound scape design
- Programming Dataton Watchout (v6) software
- Delivering live shows and events (including several AFL Best and Fairest)
- Creating storyboards that depict script and narrative for development into animation
- Photo manipulation and creating mock-up/room renders in Photoshop
- Creative Project management
- Working to production deadlines and meeting clients' commercial requirements

Graphics Operator
Multi-Media Systems
Auckland NZ
Aug 2012 - Oct 2015

Multi-Media is a well established Audio-Visual, Staging and Production company delivering corporate events throughout New Zealand.

Referee available on request.

My role within the production team included the following duties:

- Creating still and animated graphics using The Adobe Creative Suite
- Programming and operating Dataton Watchout (v5) software
- Setting up and operating industrial computers for live events
- Video and sound editing
- Creating and operating corporate presentations using Microsoft Power Point
- On site speaker preparation and presentation adjustments at conferences
- File format troubleshooting and computer related problem solving

Digital Production Technician
Imagelab
Wellington NZ
Mar 2008 - Feb 2012

Imagelab is New Zealand's leading producer of large format photographic imagery and display solutions for the commercial and exhibition sector.

My role encompassed the following duties:

- Mac operation, including graphic design for photographic and large format print output
- Pre-flighting, colour management and troubleshooting of incoming work
- Advising, quoting and all aspects of customer service
- High resolution scanning
- Copy camera and studio operation
- Digital retouching and restoration

INTERESTS

- Cycling
- Photography
- Cinema
- Travel