# OLIVER TAW

Media Artist & Designer

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🌐 olivertaw.github.io

## *SKILLS*

- Proficient in **Maya, Adobe Illustrator, After Effects and Premiere Pro**
- Able to **sketch, storyboard, wireframe** and **protoype**
- Able to take on **leadership roles** and **self-organize**
- Able to quickly learn new skill sets and software knowledge

## *EXPERIENCE*

### Junior Animator                                             Jan 2021 - Present
Arcana Studio

- **Animate** rigged characters, assets, and cameras in 3D space using Maya software.
- **Work within the company's proprietary pipeline** that aids the animation workflow.
- Participate in **daily feedback sessions** to evaluate the effectiveness of the animations.
- Work closely in a **collaborative learning and teaching environment** to continuously improve the animation and workflow.

### Interactive Training Designer                               June 2020 - Present
Simon Fraser University

- **Develop** interactive, web-based training modules using online e-learning software.
- **Direct, edit and create** interactive training videos using motion graphics and 2D animation.
- **Design and create** appropriate vector graphics for training materials and communication posters.
- Identify target users and structure contents by applying the I**nformation Architecture process**.
- **Consult and assist** in the transition of offline course contents into online delivery methods.

### Video Editor, Visual Effect artist, Director               Sep 2019 - Dec 2019
Torus Biomedical Solutions Inc.

- **Researched targeted audience** to create a 30 min. product walkthrough video.
- Responsible for **storyboarding, directing, editing, and creating visual effects** of the video.
- Incorporated effects such as **line animations, motion graphics, typography, and 2D animations.**

### 3D Modeller, Animator, Project manager
Semester in Alternate Realities: Simon Fraser University
**Jan 2019 - April 2019**

- **Created a virtual reality experience** that tackles current global issues such as climate change and the refugee crisis.
- **Modelled** various 3D objects and **animated** human walk cycles and poses.
- **Developed and supervised** the project through **agile methods, scrum meetings and playtesting.**

### Modeller, Environment artist, Animator, Director
School Project: Intro To 3D animation: Short 3D film
**Sep 2018 - Dec 2018**

- **Modelled, textured, rigged and animated** a character and assets for a short 3D animation.
- Created the environment by using texture maps and light placement.
- **Directed** the live action scenes and edited them together with the 3D sections.

### Video editor, Visual effect artist, Director
School Project: Moving Images: Short documentary film
**Sep 2018 - Dec 2018**

- Created a 5 min. short documentary which tackled the rising problem of electronic waste
- **Sequenced together the footage and b-roll** to create an engaging narrative
- Edited final film with effects such as displacement maps, color grading, and crossfading videos and audio syncing

## *EDUCATION*

### Interactive Arts & Technology (BA)
Simon Fraser University | B.C, Canada
**Sep 2016 - Apr 2021**

### Bachelor of Medicine, Bachelor of Surgery
University of Medicine (1), Yangon | Yangon, Myanmar
**Dec 2008 - May 2014**