Demetrius Owens

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Personal Profile:

I am a graphics professional who has spent more than a decade exercising a passion for exploring complex concepts and processes and illuminating them via new media. This breadth of experience has granted me a keen eye for how seemingly disparate concepts can connect into a coherent whole. And it has earned me a reputation for quality craftsmanship and innovative design. I endeavor to bring this demonstrated creativity, versatility and initiative to bear in providing creative solutions to meet the biggest demands, even within budgets to satisfy the smallest, independent producers.

Experience:

Estimates and bidding, Project management. Client and vendor liaison. Brainstorming, concepting and storyboarding.

3D modeling, animation, lighting, texturing and rendering:

- Medical illustration
- Technical animation
- Character animation
- Special effects
- Architectural modeling and rendering
- Product and packaging rendering
- Exhibit space concept and design

Promotional, advertising and training graphics for video, interactive and print.

Design for educational media, e-learning, professional development, on-line training. Courtroom graphics and visualization.

Branding, logo design and animation.

Drawing, painting, sewing, woodwork, ceramics and various other physical media.

Employment:

Syneos Health Communications, Inc., Columbus, Ohio 2012 - Present: Flex Designer/Animator

- Developing accurate 3D models of medical devices from product tear-downs, photos and/or sketches - extrapolating complex functionality from (often) limited reference material and distilling broad pools of data to illustrate key concepts.
- Maintaining compliance with FDA and other regulatory guidelines for medical and pharmaceutical marketing as well as client, corporate and inter-agency restrictions,

Computer Graphics Consulting 2001 - Present: Designer/Animator/Director

- Strategic problem solving and support for a wide variety of projects and clients.
- Workflow optimization for multiple concurrent projects and numerous fast-turnover, short-notice projects to consistently deliver on-time and on-budget.
- Working proactively in development of concepts and methods of production to anticipate future client needs.

Horizons Video and Film, Inc., Columbus, Ohio 1996 - 2001: Designer/Animator

- Produced and directed art for animation and 3D modeling projects
- Directed copy, sound effect, voice, and music production for animation projects.
- Designed and constructed physical props and stage settings for video shoots.
- Designed, fabricated and operated puppet character for live video shoot.

Blak Boxx Computer Graphics, Inc., Columbus, Ohio 1992 - 1996: Designer/Animator

- Disassembly and documentation of functions of consumer appliances and devices for technical training and sales animations
- Research of biological functions and MOA for environmental, agricultural and medical animations.

Education:

1989 - 1992: The Ohio State University, Columbus, Ohio

The Advanced Computing Center for the Arts and Design (ACCAD) Masters Program, Art Education; Computer Graphics and Animation

1983 - 1988: Loyola U. of Chicago - B.A., Fine Arts, Communication Design

Software:

- 3D modeling and animation: Lightwave 3D, Cinema 4D
- 2D design and layout: Adobe Photoshop, Illustrator, InDesign and various others