



Tristan Dwyer

interactive media + motion design



Senior creative technologist, designer and thought leader that's been creating kick-ass work since 2006. Well versed in interactive/immersive online experiences, virtual reality, 360° video, web development and motion graphics. Possesses a unique combination of design background, animation & development skills. Loves to learn, constantly up to date on the latest industry trends, and not afraid to push the boundaries of design and technology. Hasn't met a challenge that couldn't be cracked after a late night session.

ACHIEVEMENTS AND VOLUNTEERING

- Led strategy, assembled the team, and designed White Rhino's first VR app
- FWA Site of the Day - Meet MINI Z - Lead strategy, UX, design and animation – <https://thefwa.com/cases/meetminiz-com>
- CSSDesignAwards.com - Currently third year on the judging panel (largest online web awards globally)
- 2014 and 2015 MITX Award winner, 2016 MITX Nominee
- Built roster of 30+ developers and technologists to handle any project that could present itself
- Assistant Organizer (Demos), at BostonVR Meetup Group – 5th largest in the world, presenter May & June 2016

WORK EXPERIENCE

VP, Technology

White Rhino / 2016 - Present

Leads internal technology department, managing/overseeing development on a range of interactive projects including complex websites, interactive tools, VR/AR projects and other interactive media. Creative and technical strategy, development and animation using Javascript/web stack tech and Unity/C# for interactive media/VR. Thought leadership, and maintaining our internal tech lab for prototyping new technology applications.

Technology + Digital Experience Director

White Rhino / 2013 - 2016

Creative direction, strategy, design, and development of complicated interactive, web and animation projects. Research and strategy for new business, and thought leadership in new advancements with creative tech. Builds relationships and finds new resources for creative technology.

Freelancer, Interactive Media & Motion Design

Freelance / 2006 - Present

Motion graphics and interactive media design and development. Experience with large clients including EMC, Dell, and the states of Massachusetts and New York. The business has steadily grown every year since inception, driven by long-term client relationships.

Senior Motion & Interactive Designer

Grove Marketing / 2013

Lead Designer on motion graphics and interactive/web projects. Design focus split between motion graphics and interactive/web design. Go-to-guy for anything related to new and emerging technologies. Regularly provide art direction to freelance staff.

Motion/Interactive Designer

SAC Designs / 2009 - 2013

Focus on design and animation for product demos, microsites, websites and other digital and motion graphics projects. Worked on high-profile projects for large technology, financial and software companies. Led company in new territories such as iPad app design and web animation using HTML5, canvas and javascript.

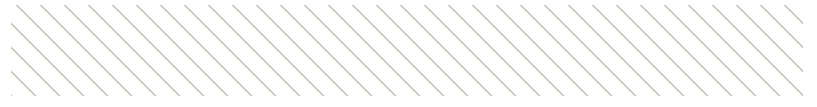
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SAMPLES OF MY WORK ARE
AVAILABLE AT TRISTANDWYER.COM



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SKILLS OVERVIEW

Immersive Media & Interactive/Web Design

- Drive to adapt quickly and learn new toolsets, development libraries and approaches
- Not afraid to self-teach new skills – self-taught After Effects, Unity, C#, JS, and Flash
- Habitually reads about cutting edge creative technology such as VR, AR, 360° video, and corresponding marketing applications
- Strong Javascript/HTML5/CSS3 development skills (hand coded), particularly as it relates to animation and interactivity/immersive content on the web
- Well versed in modern web workflows such as GIT, SASS, etc., mobile first design concepts and other best practices for the web
- Expert in all core programs in Adobe Creative Cloud

Motion Graphics & Animation

- Expert level After Effects skills
- Experience with VR prototyping and 360° video creation with After Effects
- 3D Animation using tools such as Element 3D, Plexus and Trapcode Suite
- Experience with higher end 3d packages such as Cinema4D
- Well versed in current motion and design trends and technologies
- Great sense of fluidity and smoothness in animation/motion work

EDUCATION

Bachelor of Fine Arts in Graphic Design

The New England Institute of Art
September 2003 - August 2006

- Finished degree 4 year degree in 3 years
- Work featured in School Galleries
- Honorable mention in national design contest among 40+ schools nationwide
- Made Dean's List several times
- Advanced elective classes on Animation and Web Design

Other Education, Online Training & Tutorials

- Regularly attends and helps organize the BostonVR Meetup group
- Online Classes on Unity/C#, Element 3D, After Effects, Cinema 4D and other motion platforms and techniques
- Regularly watches design and animation tutorials, on sites such as VideoCopilot.net and GreyscaleGorilla.com
- Visits industry news websites daily. Some favorites are RoadtoVR.com, StashMedia.tv, SmashingMagazine.com, and motionographer.com
- Active in several LinkedIn user groups, focusing on design, VR and animation

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