

LORCAN OSHANAHAN

BIO

Lorcan O'Shanahan has worked as a Visual Designer for the last 5 years, throughout which he's had experience in both fulltime and freelance rolls for companies around the world, in the Film, TV (episodic), Advertising, and most recently Broadcast.

Early positions as a Motion Graphics Artist on the Sci-Fi film 'Enders Game', as well as the lead designer/ animator of motion graphics on a season of the hit sci-fi TV show 'Continuum' permitted him the experience of getting familiar with the VFX Pipeline. As of more recently Lorcan has worked to develop a range of on-air sports graphics for both on-screen and Augmented reality for the 2018 Winter Olympics.

Today, Lorcan is a Canadian Permanent Resident and works as a mostly-solo artist under the corporate identity of Datalust Media, continuing to develop his personal projects and larger client projects alike, he is gaining new experience across the board and continuing to give design talks at various events.

EMPLOYMENT

Vancouver, Canada July 2014 - Current	FREELANCE / Director, Designer, Animator, Compositing, VFX Producing, Directing, and Supporting a variety of projects
PyeongChang, Vancouver, London Jul 2017 - March 2018	EUROSPORTS / Motion Graphics Designer + Graphics Technician AR Broadcast Graphics Development and onsite graphics operator
Vancouver, Canada Nov 2013 - July 2014	ARTIFEX STUDIOS / Motion Graphics Designer Main Title Design + Conceptual UI Design for Continuum (S03)
Copenhagen, Denmark Sep 2013 - Oct 2013	THANK YOU / Motion Graphics Designer Conceptual development Motion Graphics for the Amazon Fire Phone.
Vancouver, Canada Mar 2013 - Jul 2013	GOLDTOOTH CREATIVE / UI Animation & Motion Graphics HUD and Screen Graphics Animation on (Feature Film) Enders Game
Vancouver, Canada Aug 2012 - Oct 2012	SEQUENCE GROUP / Motion Graphics Designer 3D animation Halo 4 Terminal cinematics (Game)

EDUCATION

Vancouver, Canada Jan 2017 - Feb 2017	VANCOUVER FILM SCHOOL / VFS Houdini Workshop 36 hour introduction to Houdini
Vancouver, Canada Aug 2011 - Aug 2012	VANCOUVER FILM SCHOOL / Digital Design Animation & Postproduction, Interactive Design, UX

SOFTWARE

Windows / Mac OS After Effects / Illustrator / Cinema 4D / Houdini /

CONTACT

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