

Gaelen Sayres

motion . film . cgi

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after effects
photoshop
soundbooth
illustrator
premiere pro
final cut pro
compressor
soundtrack pro
color
autodesk maya
rhino

Profile

Versatile [digital artist](#), battle hardened by five years of delivering high caliber works in 3D, [film](#), sound, and mechatronics. Excels on tight deadlines, cool headed in stressful environments, and ruthless in usage of available [technologies](#) to make sure project withstands all attacks. Plays nice with friendlies.

Experience

Digital Arts and Experimental Media Teacher's Assistant: University of Washington, Seattle WA

2012 - Present

help teach a summer course on sensing and control systems for digital art.

Freelance Motion Graphics and VFX Artist:

Lanman Media LLC

2010 - Present

motion graphics and VFX work for viral video, television/pre-roll spots, and music videos. Work has been featured on CNN, MSNBC, BBC, TIME, MTV, Huffington Post, TechCrunch, and more.

Freelance Composer and VFX Artist:

Three Horizons Production, LLC

2009 - 2010

worked directly with the Producer/Director and VFX Supervisor on one of the most complex VFX (aka, mind-link and mind-merge) of the project.

Education

BFA 2008 -2012 Digital Arts and Experimental Media *University of Washington*

- University of Washington Timeless Awardee
- Departmental Honors and Magna Cum Laude
- Independent Research: Artistic and Experimental Uses of the Planetarium
- Thesis: "The Immortal" A Fulldome Audio-Visual Composition

2010 - 2011 Aoyama Gakuin University, Tokyo, Japan

- Independent Study: Experimental Film "Torii"
- Undergraduate coursework in japanese, arts, and culture

Other Tech

[Processing](#), [Arduino](#), [SuperCollider](#), [Javascript](#)

[RED ONE](#), [Canon 7D](#) [5D](#) [T2i](#)

[Zoom H2n](#) [H4n](#)