THOMAS OGUN

SENIOR VIDEO PRODUCER / CREATIVE DIRECTOR / AI CREATIVE TECHNOLOGIST

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PROFILE

Creative director and multidisciplinary producer with 5+ years of experience crafting cinematic, branded and digital-first video. Combines hands-on cinematography, editing, colour grading and motion graphics with visual design and AI-assisted creative workflows. Currently leading the development of Observe Reality, an interactive storytelling platform, while building practical creative technology products from concept through prototype.

FEATURED VENTURE

OBSERVE REALITY | Founder & Creative Lead | 2026–Present · In development

Mission: “Explore Different Possibilities” — a cinematic, interactive platform for evidence-aware exploration, alternative perspectives and accessible storytelling.

- Set the creative vision, product identity and editorial direction across research-led narratives, Deep Dives and Explorations.
- Guide AI-assisted video concepts, visual generation, voice workflows and post-production, with an emphasis on coherent storytelling and production quality.
- Shape interface and accessibility decisions, including readable layouts, motion preferences and colour-vision considerations.
- Review features, subscription journeys and pre-launch usability, iterating on an unpublished product.

PROFESSIONAL EXPERIENCE

THOMAS OGUN VISUALS | Creative Technologist & Visual Artist | 2024–Present

- Develop moving-image, illustration, sound, augmented-reality and interactive digital experiences across independent creative projects.
- Self-curated Identity & Spirituality (2026), featuring eight physical digital illustrations and two AR installations.

NOVEMBA 15 / JOADRE NETWORK | Cinematography, Video Production & Editing | 2020–2025

- Produced and edited music, performance, documentary and editorial video, translating briefs into polished visual stories.
- Handled production, editing, colour treatment and digital delivery; developed scripted creative-software tutorials.

GAYATEK NATION AND MEDIA | Freelance Illustrator, Graphic Designer & Digital Artist | 2019–Present

- Create illustrations, visual assets, storyboards, overlays and branded design materials for creative and media projects.

SELECTED CREATIVE TECHNOLOGY PROJECTS

Agentic Story Studio (2026) — Built a cinematic storytelling workflow connecting research and evidence to story development and generative media. Python, Gemini, Google Cloud.

Aura Manager (2024–Present) — Designed a platform that transforms early creative ideas into structured prompts, plans and production materials.

Creative Studio MCP (2026) — Built an open-source AI business assistant concept for creative professionals, supporting project workflows and automation.

EvidenceDesk (2026) — Prototyped an agent-based workflow for extracting and verifying evidence in consumer disputes.

CAPABILITIES

Creative: Creative direction · Cinematography · Video production · Editing · Colour grading · Motion graphics · Story development · Social-first content · Digital illustration

Technology: Generative media · AI-assisted workflows · Agentic prototyping · Python · TypeScript · HTML · API integrations · MCP · Google Cloud · AR · UI/UX prototyping

Software: Adobe Premiere Pro · After Effects · Photoshop · CapCut

EDUCATION & CERTIFICATIONS

BFA, Graphic Design — Niger Delta University, Nigeria | 2007–2011

Adobe Premiere Pro 2025 Professional Certificate (2026) · Google Foundations of Digital Marketing and E-commerce (2026)

Google Cloud Introduction to Generative AI (2025) · Cinematography Masterclass: The Complete Videography Guide (2020)