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I'm a highly motivated and hard-working individual who thrives in a creative environment, working well under direction and as part of a team. I am consistently reliable at meeting deadlines and am able to maintain a level-head under pressure. I always endeavour to challenge myself both technically and stylistically, having worked on a variety of projects such as logo design, designing and creating backgrounds and assets for interactive apps and games, and texturing 3D models. Consequently I have proven to be a fast learner of new skills and software in order to adapt to the demands of a freelance role. I am eager to continue to work on many more different projects and expand my skill set further. My passions lie within concept design and illustration for sequential media such as animation and comics, and digital and traditional painting. My other interests include organic gardening, crochet, hula hooping, cooking, soap making and playing with my Pokémon-themed punk band!

Employment

April 2016

A Productions Ltd

In-house Freelance Illustrator

Backgrounds and storyboards for a series of shorts aimed at young children.

February 2016 – March 2016

Sun and Moon Studios

In-house Freelance Illustrator

Vector scenes and infographics for BBC Bitesize.

October 2015 – February 2016

A Productions Ltd

In-house Freelance Asset Creator

Created assets for a series of After Effects animations for BBC Bitesize.

September 2015 - October 2015

Sun and Moon Studios

In-house Freelance Illustrator

Vector scenes and infographics for BBC Bitesize.

July 2015

A Productions Ltd

In-house Freelance Illustrator

Character turnarounds, poses and background designs for “Betty & Yeti,” an animated promo for Cartoon Forum.

May 2015

A Productions Ltd

In-house Freelance Illustrator

Digitally painted character and background concepts for an animation pitch.

February 2015 – October 2015

Aspect Film and Video

In-house Freelance Illustrator

Worked on a series of educational online videos for Macat, creating vector illustrations of characters, props and scenes for an Adobe After Effects motion graphics output.

October 2014 – November 2014

A Productions Ltd

In-house Freelance Illustrator

Created character and prop turnarounds, pose and expressions sheets; vectored and painted backgrounds for “DJ Cluck & MC Mole,” a short animated pilot commissioned by Nickelodeon.

July 2013 – September 2014

Sun and Moon Studios

In-house Freelance Illustrator

Digitally painted background assets for the Android and iOS game “Shopaholic 2”, created vector illustrations of revision resources for BBC Bitesize, painted photoshop textures for 3D models and created illustrations and UI art for the Inclusive Eye Gaze game “Eye Can Fly”, amongst work for various other projects.

Spring 2011 – Summer 2012

Orang Utan Comics

Freelance Illustrator

Illustration of promotional material and comic book cover art.

September 2011 – June 2012

UWE, Bristol

PAL Leader

Peer Assisted Learning leader on the Animation module, giving guidance and advice to first year students of animation.

Software

Illustration: Adobe Photoshop (Proficient) | Adobe Illustrator (Proficient) | Adobe Flash (Intermediate)

Animation: Adobe Flash (Beginner)

3D Texturing: Autodesk Mudbox (Beginner)

Qualifications

BA Hons Animation Bristol School of Animation, 2010-2013

Studies included introduction to animated forms, animation principles, action analysis, design for animation, pre-production and production.

Foundation Diploma in Art and Design AUCB, 2009-2010

Studies included foundation skills such as life and location drawing, 3D design, printing, photography and film studies.