

Profile

Passionate artist with over four years of experience in the animation and games industries under a variety of roles such as animator, designer, and illustrator. Enjoys working collaboratively and works well independently, always keen to take on a challenge.

Work Experience

Mid Background Paint Artist, Blue Zoo (2025 February - April)

- Setting up shots and drawing layouts from the animatic for paint and scenebuild.
- Making ammendments to background paintings after review.
- Complete greyscale colour blocking.
- Painting backgrounds in Photoshop to completion.
- Using FTrack to stay on schedule for the pipeline.
- Indexing backgrounds for future reuse.

Mid Background Paint Artist, CognoSphere (2024 August - 2024 December)

- Refining rough layouts from animatic.
- Painting backgrounds following anime art style in Photoshop.
- Communicating with director to resolve technical issues with backgrouds.

Junior Background Paint Artist, Lupus Films (2023 June - 2024 June)

- Demonstrating a compelling use of colour and light to create atmospheric paintings, as well as producing strong line quality suitable for the art styles.
- Creating key art for sequences and exploring design directions.
- Following direction to quickly and efficiently make adjustments to backgrounds or layouts through paintovers and review notes.
- Using TV Paint tools and painting to create moving backgrounds.
- Colouring animations with a consideration for lighting and movement.
- Adapting to existing illustrative styles, following colours scripts and key art.
- Tracking, cleaning, and organising files for the production team and next departments.
- Working independently and alongside others in studio and remote teams.

Game Artist, Infinite Whys (2021 June - 2022 August)

- Designing and painting all characters, environments, as well as aspects of UI elements.
- Rigging, and animating all characters and backgrounds.
- Communicating ideas for art and game designs, and providing constant feedback to others.
- Assisting in managing social media pages, as well as producing, and updating the content.
- Organising work using project management tools i.e. Jira.

Concept Artist, National Film and Television School (2021 January - August)

- Working with game design students to design concept art of characters and environments.
- Storyboarding, drawing, and animating opening cinematic.
- Producing presentations of designs, and making adjustments as requested.

Artworker, Passion Pictures (2020 September)

- Colouring animations and animation clean-up.
- Meeting daily deadlines and communicating with director.
- Taking on new segments of the project as they are requested.

Skills

- Able to quickly generate designs and continue to develop ideas.
- Possess a strong understanding of art fundamentals, such as lighting, composition, and colour theory; and it’s application to story-telling.
- Accustomed to meeting deadlines and fast paced environments.
- Able to present myself and my work in a clear and professional manner.
- Able to clearly communicate, and reason through my ideas.
- Will maintain calm and composed in stressful or complicated situations.

Software

Advanced	Basic
Photoshop	Unity
TVPaint	Blender
Premiere	Maya
Spine2D	Zbrush
After Effects	Cinema4D
Illustrator	Python
FTrack	

Qualifications

Screenskills 2D Layout Training with Lupus Films 2024
Middlesex University 2017-2020, BA (Hons) Animation, 2.1
Arts University Bournemouth 2016-2017, Foundation Diploma in Art and Design, Distinction
Bournemouth School 2009-2016, 3 A Levels, 1 AS Level, 14 GCSEs
Mental Health First Aider March 2022 - 2025