



FREELANCE CG ARTIST

30 BARLOW MOOR ROAD,
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EDUCATION

BA(Hons) SCIENTIFIC & NATURAL
HISTORY ILLUSTRATION 2:1
Lancaster University
1998-2001

BTEC ND ILLUSTRATION
Blackpool & Fylde College
1996-1998

PROFESSIONAL SKILLS

CHARACTER MODELLING
ORGANIC MODELLING
HARD SURFACE MODELLING
CHARACTER DESIGN
TEXTURING/MATERIALS
CONCEPT/MATTE PAINTING
ANIMATION STORYBOARDING

SOFTWARE

3DS MAX
MAYA
ZBRUSH
SUBSTANCE PAINTER
MARI
PHOTOSHOP
VRAY/ARNOLD
TOPOGUN
MARVELOUS DESIGNER

I am a freelance digital artist with over fifteen years of experience in a studio production environment, the last 6 in a lead position. Whilst in the past I have mainly been a generalist, my primary skills lie in character/organic modelling and texturing, and it's these areas that I am now focusing on in my freelance career. Having come from a traditional art background I have strong drawing and illustration skills, and I also have a good understanding of the overall production process due to the varied nature of my work to date. I am reliable and capable of working to deadlines, and I have experience of production pipelines in Shotgun.

PROFESSIONAL EXPERIENCE

FREELANCE CG ARTIST/CHARACTER MODELLER

Manchester, Bristol and London / Jan 2017 – Present

After six years at Flipbook I made the decision to go freelance in order to focus my skills and advance as an artist, with the intention of over time concentrating more on character modelling and texturing. So far I have worked with studios such as Nexus, Aardman Animations and Passion Animation Studios.

LEAD ARTIST

Flipbook / Manchester / March 2011 - January 2017

As Lead Artist I was highly involved in the majority of CG work that came through the studio, and during my time there I worked on a range of projects from advertising images for games to visual effects for live action adverts and full game trailers, often to tight deadlines. I was regularly responsible for teams of artists, including junior artists and remote freelancers, and a large part of my job involved assessing work and providing feedback. I was also art of the core creative team and regularly provided ideas, concept artwork and storyboards for pitches.

- Modelling (character, organic and hard surface)
- Texturing
- Concept/matte/speed painting
- Character design (2d and 3d concept sculpts)
- Illustration and print imagery
- Occasional lighting and scene setup
- Hair and fur simulation
- Supervision of the CG team on large animation projects
- Providing feedback to artists and mentoring junior artists
- Creative input on pitches and client briefs

FREELANCE DIGITAL ARTIST

Manchester / August 2010 – March 2011

A short but successful period as a freelance artist, during which I worked mainly for Flipbook and Picasso Pictures, predominantly designing and modelling characters.

INTERESTS

// ART

// CINEMA

// MOTORCYCLING

// HIKING

PROFESSIONAL EXPERIENCE (CONTINUED)

SENIOR DIGITAL ARTIST

Studio Liddell / Manchester / September 2002 - August 2010

Initially taken on as a 2D and 3D artist for advertising stills, I took up animation duties when the studio started to work on long form children's TV series and was a senior member of the modelling and animation team on the CG aspects of the Cosgrove Hall series 'Roary the Racing Car', followed by 'Fifi and the Flowertots'.

- Modelling (character, organic and hard surface)
- Texturing
- Animation
- Character design
- Illustration, retouching and print imagery

DIGITAL ARTIST

Realtime UK/ Blackpool / July 2001 - September 2002

- Modelling (character, organic)
- Texturing
- Illustration, retouching and print imagery

REFERENCES



ANDREW LORD
Managing Director,
Flipbook

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BEN HAWORTH
Creative Director,
Flipbook

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