

EDUCATION

Access Creative College- Betech level 3 Games Art, 2018-2021

Falmouth University- ba(Hons) Animation, 2021-2024

2D ANIMATION EXPERIENCE

Animator: Trash Trapped Student film, 2021, Eggsterrestrials Student film, 2022-2024, Fable Galaxy 2023-2024

- Developed a short film according to a client brief as well as the director's input
- Working with a client to develop a 2d animated film

Editor/artist: BFI Film Academy, THE LIST 2021

- short film course where I learned about film production and more about video editing, assets creation and implementation in a short film hindered by Covid rules.
- Collaborating with actors and scriptwriters
- Working with live-action footage

Animator/ Editor: Trash Trapped, Egsterestrrials, 2022-2023

- Utilised Adobe Premier for video editing

VFX artist: Behaw student film, 2023-2024

- Adobe After Effects to make concepts for animated transitions and VFX for the film

Design experience

UI artist: JAGEX work experience, 2021

- Asset creation for a new mining feature in Runescape using Photoshop and implemented with unreal
- Working with game designers
- Developing assets for a client brief

Concept artist: Aqua Marine

- Coming up with ideas through collaboration and client feedback
- Utilized After Effects to create the Motion Graphic title for the film

Storyboard artist: Fable galaxy, Trash Trapped

Project Management

Youth Ambassador: Babassa Mentor Program, 2020

- Learned from a film-maker Josh Williams
- Pitching an idea

Student Ambassador: Falmouth, 2023

- in charge of helping out a select group of Ringling students while they were in falmouth
- Event planning, management and social interactions

Co-animation director: for Fable Galaxy, 2023

- Collaborating and leading others to create a trailer and a short film

Skills

Advanced proficiency: [Photoshop](#), [After Effects](#), [Adobe Animate](#), Concept Art, Character Animation, Character Design, 2d VFX, Motion Graphics, Storyboarding.

Working knowledge: [TV Paint](#), [DaVinci Resolve](#), [Clip Studio Paint](#), [Maya](#), [3DS max](#), [Premier Pro](#), [Substance Painter](#), Graphic Design, Unreal, Video Editing, Compositing, Audio editing, Colour Grading, Background design, Layout Design 3D Modelling, Texture Creation.