

I am a highly ambitious creator with a disciplined work ethic. My experiences directing and illustrating has formed reliable artistic confidence across various areas. Between my animation and illustration experiences and education, I aim to marry memorable design with storytelling and purpose. Working for clients remotely or as a studio artist has equipped me with organizational, leadership and communication skills, under pressure with small or large teams. In my spare time, I strive to always increase my knowledge through painting studies, life drawing and personal projects.

SKILLS:

-Production experienced Character and Environment illustrator, flexible in numerous drawn and rendering styles.

-Leadership and management in design departments.

Programs: Photoshop, Adobe Illustrator, After Effects, Premiere Pro and Toon Boom Harmony. (for illustration and image editing purposes)

FILMOGRAPHY & WORK EXPERIENCE:

- **Bluey (2017-2022) Ludo Studio: Lead Art Director, Background artist, Concept Artist**
Directed and trained a concept art team and background art team. Lead artist developing environments, character, props and colour design.
- **Hazbin Hotel (2022) Princess Bento Studio: Lead Prop Artist and general illustrator.**
Directed prop department, created colour scripts, illustrated for other departments such as character design.
- **Griffith University (2019-2022): Art Direction Lecturer.**
Created and instructed lectures on Character and Environment Design.
- **WTF 101 (2017) Studio Joho: Background artist**
Created background art from concept to finish.
- **Freelance concept work (2017, 2019) Like A Photon Creative: Concept artist**
Created artwork for numerous series and pitches
- **Kindergo (2018) Like A Photon Creative: Illustrator**
Illustrator for numerous books.
- **Charli's Crafty Kingdom (2017)_Like A Photon Creative: Environment Design, Animator, Illustrator**

EDUCATION:

- Character Styles critiqued course with Stephen Silver (character designer for Kim Possible, Danny Phantom).

- Environment Design critiqued course with Nathan Fowkes (environment designer for How to Train Your Dragon, Wonder Park).

- Bachelor of Animation with Distinction, Griffith University. GPA 6.7, on the Dean's list semester 1 & 2. 2015-1

Please see next page for references.

REFERENCES:

- Joe Brumm (Joho and Bluey Director)

Please contact Costa for reference contact details.

- Sam Moor (Ludo Producer)

Please contact Costa for reference contact details.

- Jess Hopcraft (Princess Bento Associate Producer)

Please contact Costa for reference contact details.

- Ryan Greaves (Like A Photon Director and Creative Associate Producer)

Please contact Costa for reference contact details.

- Dr Peter Moyes (Griffith Animation Lecturer & Course Convenor)

Please contact Costa for reference contact details.

- Paul Mason (Griffith Animation Lecturer)

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