

Resume

Education In full-time education, in England until the age of 18, specializing in Art and Design. Gained a HND in 2/3D Visual Communication (equivalent to US Associates Degree) in 1995.

Work Experience

1996-1998 Employed as a Graphic Designer at an Advertising Agency in Britain. Responsibilities included the design and layout of brochures, newsletters, mailers and job advertisements for regional and national blue chip clients. I gained much experience working in a professional creative environment and greatly developed my computer and time management skills. I was also involved with commissioning photographers, outside printers and illustrators and photographers as well as dealing directly with clients, managers and suppliers. The position provided me with a good design foundation but there was little opportunity for illustration so I looked to move on.

1998-2004 Joined Garnet Publishing, near London. Their main area of publishing was educational material for Primary through to University age. Initially employed as a Graphic Designer, I was responsible for the design and layout of Educational Course and Work Books and accompanying material. Here I developed all the skills necessary for book production including design and layout, preparation and development of film for print, scanning and photo correction, preparing documents for outside printers, commissioning and giving artwork briefs to illustrators, reviewing ozalids, liaising with editors and authors, book jacket design and then, illustration. During my time at Garnet, I had the opportunity to develop my illustrative skills and, gradually spent more and more time producing illustrations for the books I worked on. The artwork included watercolor, pencil work, pen and ink and digital illustrations. By the time I left Garnet in 2004 I was undertaking 75% of their illustrative work, the majority of which was digital. I was finally doing what I'd always wanted to do.

2004-Present Since moving to the US I have established myself as a Freelance Illustrator. The majority of my work is for the childrens market, which I enjoy immensely. Digital artworking and the Internet has enabled me to have clients in both the US and Britain. Clients include Story Sacks (UK), Nickelodeon, Fisher Price, Cartoon Network, Aha! Studios, BBC, AA (Automobile Association, UK) and Yamaha Motor Corp.

My involvement with the production of images of Licensed Characters involved reproducing images to be taken into an animation program for Fisher Price, Pixter hand held computer games. This work called for following design and style elements and accurate reproduction of characters, including Sponge Bob Square Pants, Dora the Explorer and Teenage Mutant Ninja Turtles.

All other work has been for Childrens books including educational publications such as a Picture Dictionary and story books. A lot of my work involves creating and developing characters that are material, cultural and age appropriate. Many of these characters are animals and this is my favorite type of work.

Software Experience Photoshop, Freehand, Illustrator, Quark Xpress, InDesign, Word

Summary Despite being freelance I work well as part of a team when necessary and can adapt my style to suit. I work quickly and accurately and always meet deadlines. I am always willing and eager to learn new software to improve and increase my skills. The experience I gained in advertising and later in book design and layout means that I have a keen design sense and understanding of the production and printing process. I love the work I do and am passionate about creating fun, colorful pictures for kids that make me smile as well as satisfying the client!

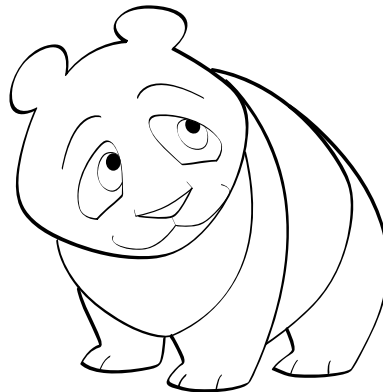
How I Work

After thoroughly thinking through the artwork brief and understanding exactly what the client is after, my illustrations always start off in a sketch book with pencil roughs. Scans are emailed to the client and once approved I use Adobe Illustrator and Photoshop (on Mac) to create the final image. Following style guides goes without saying as does keeping a character consistent throughout production. As all of my work now is digital I can email them, send CDs or upload files onto FTP sites. This has allowed me to work for clients on both sides of the Pond!

The first step in any illustration is the production of a rough. I like to use red lead as it does not smudge and is easy to draw with.



Next, depending on the desired outcome, I either ink in the outline by hand or scan the image in and outline in Illustrator or Freehand.



Finally, once the image is outlined, it can be taken into Photoshop to be colored (my favorite part of the process). Once again, depending on the desired look, the outlines are either left black or are colored (this technique can be seen in my portfolio).

