



ABOUT ME

I'm a 2D Generalist and Animation graduate with a lifelong passion for cartoons and a love of all things animated. Since graduating with First Class Honours five years ago, I've worked across storyboarding, 2D animation, character design, compositing, editing and development, both in production and pre-production.

I've worked across the animation and entertainment industry, gaining experience in a range of roles and environments, and I'm always happy to jump in wherever I can. Alongside studio work, I develop original children's series and pitch my ideas to commissioners and production companies. I pitched at the 2025 Children's Media conference too! If you happened to see a panel with the show 'Odd Jobs'. I'm particularly passionate about storyboarding, character-driven storytelling and bringing new animated worlds to life.

EXPERIENCE

2026-2026

2D Animator + Design **Amazing World of Gumball** **Blue Zoo**

- Lead character designer for main, supporting and side characters, including character sprites and animation assets.
- Worked as one of the lead 2D animators, using Adobe After Effects to animate characters and scenes.
- Assisted with compositing and final episode polish, helping work get finished and ready for delivery.
- Worked to tight deadlines while managing revisions from the Cartoon Network client.
- Collaborated with directors and the wider production team across design, animation and compositing to maintain consistency and quality.

2025-2026

Storyboard Artist + Design **The Wheelios** **Brighton Zoo**

- Storyboard Artist and 2D Generalist across a 50 episode animated series, creating storyboards, thumbnails and roughs to develop sequences, staging and character acting.
- Created and revised storyboards based on director feedback, refining pacing, clarity, camera language and storytelling.
- Designed backgrounds, props and digital assets to support the visual development and production of the series.
- Assisted with 2D animation and compositing when needed, working across different stages of the production pipeline.
- Created character turnarounds and rig-ready assets for the rigging artists, working closely with the art director to ensure the director's vision.

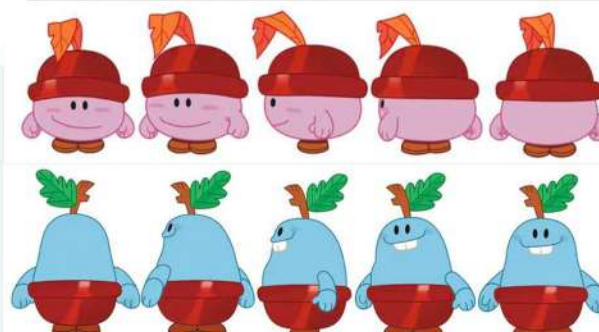
2026 - 2026

2D Animator + Comp **BBC IDEAS: Birdsong** **Tin Bear**

- Created the full animation for Bird Song, a BBC Ideas animated short, working independently across the production from asset creation through to final delivery under director guidance.
- Designed and created all characters, backgrounds and props using Adobe Photoshop and Illustrator, including character rigs for animation.
- Animated and composited the film in Adobe After Effects, responding to director notes and refining the work throughout production.
- Edited the final film in Adobe Premiere Pro, managing the full production pipeline independently from initial artwork and animation through to final export.

PROFICIENT

IN



EXPERIENCE

2024-2025

2D Animator + Comp **Fugglers Youtube series** **Blue Zoo**

- 2D Animator and Compositor across a 90 episode YouTube series, primarily using Toon Boom Harmony, Adobe Animate and Adobe After Effects.
- Animated character performances and comedic action while maintaining the established style, timing and quality of the series. I also animated the ident!
- Composited and polished shots, integrating animation, effects and camera moves for final delivery.
- Worked to tight deadlines in a high-volume production environment, with additional experience in prop design and visual effects.

2025-2026

Visual Development **'Odd Jobs', TBA Projects** **Blue Zoo**

- Developed multiple original animated series pitch bibles, contributing across visual development, character design, graphic design, writing and world building.
- Created character designs, visual styles and supporting artwork to communicate the tone, story and appeal of projects to commissioners and production companies.
- Designed and laid out pitch bible materials, combining strong visual presentation with clear storytelling and project development.
- Created and developed my own original series, Odd Jobs, in partnership with Brighton Zoo, developing the concept, characters and visual identity from the ground up (to which it was later retitled).

2022 - 2024

Jr Editor + Researcher **Development** **WB Ricochet Productions**

- Worked across development and post-production, researching talent, developing ideas and creating pitch documents, treatments and sizzles for commissioners.
- Edited development and promotional content using Adobe Premiere Pro and Final Cut Pro, shaping footage into clear and engaging presentations.
- Worked as a Compositing Artist across Fatal Flight, The Repair Shop and The Toy Hospital, creating clean, polished composites for broadcast.
- Collaborated with producers, directors and creative teams, while also supporting development shoots through scheduling and camera operation.

2020 - 2021

2D Animator + Storyboard **Daddydelphia** **Production Grounds**

- Lead 2D Animator and Storyboard Artist for Daddydelphia, creating character animation and storyboards across the production.
- Developed storyboards to establish staging, camera direction, pacing and character acting, working from the director's vision.
- Animated characters and sequences while adapting to the established visual style and maintaining consistency across episodes.
- Collaborated with the production team and clients to interpret briefs, respond to feedback and deliver work to deadlines.



**WHERE YOU CAN
FIND me...**

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