

CHARLOTTE DAVIS ANIMATION

I'm a multi-skilled animator with a drive to go above and beyond expectations. I'm always looking for a challenge to improve my skills. I'm capable of a wide variety of work in both traditional and digital mediums. Quality and efficiency is core to my work ethic - I'll consistently work hard to ensure deadlines are met to the highest standard.

CONTACT

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SOFTWARE EXPERIENCE

Photoshop
Animate
After Effects
Premiere
Illustrator
InDesign
ToonBoom Harmony
Autodesk Maya
TV Paint
Microsoft Suite

EDUCATION

2014-2018
The University of Hertfordshire
BA(Hons)2D Animation (1st)

2012-2014
Greenhead College (A-Levels)
Art, Craft and Design A*
English Literature C
Philosophy B

SKILLSET

CHARACTER / ENVIRONMENT
Concept
Design
Layout
Painting
Animation

ANIMATION
Traditional Hand Drawn
Motion Graphics
Cutout
Lip Sync
2D Compositing
Storyboarding

ILLUSTRATION / GRAPHICS
Print Media
Digital Artwork
Traditional Drawing / Painting

AVAILABILITY

Based in Woodford, I'm able to work in most of the Greater London area. I'm fully available from
25 / 09 / 21

WORK EXPERIENCE

BACKGROUND ARTIST

Blue Zoo Animation Studio March 2021 - Present
Undisclosed Episodic Project

Creating background art in Photoshop for a preschool episodic series, as well as painted assets for the rigging team. I am also responsible for colour key work in various episodes.

SENIOR SCENE BUILD ARTIST

Blue Zoo Animation Studio August 2020 - March 2021
"It's Pony" - Nickelodeon Production

Lead role within the Scene Build team. As well as previous responsibilities I was also training newly hired graduates to perform the Scene Build role alongside me. I continually developed ways to improve the pipeline around Scene Build, including background file management, Harmony file setups and asset tracking across departments.

SCENE BUILD ARTIST

Blue Zoo Animation Studio March 2018 - August 2020
"It's Pony" - Nickelodeon Production

Technical role working in a small team. Involves preparation of scenes and episodes for animation - layout of cameras, assets and backgrounds, following direction from animatics and storyboards.

I was responsible for shot composition and maintaining story continuity. Asset management was also a key task as I had to ensure everything was ready for animators to work with before they touched a file. I would request retakes for backgrounds, rigs and animatic edits. The role required close liaison with the entire pipeline to help solve technical and creative problems.

MOTION GRAPHICS ANIMATOR

The Animation Guys July - November 2018

Design, asset creation and animation for commercial and corporate videos. Primarily motion graphics based work using After Effects and Illustrator. Designed and rigged 2D characters for animation.

I worked on projects both solo and as a small team, responding to client and internal feedback to produce high quality videos within tight deadlines. I was responsible for all parts of the animation process: Script/storyboard, design, asset creation, animation, editing, sound and rendering.

CONCEPT ARTIST (FREELANCE)

"Sanctuary" by Freddie Gerrard-Abbot November - December 2017
The University of Hertfordshire

Concept design work to support a pitch for a live action / FX film exploring virtual reality in a post-apocalyptic world.

I worked with the director to produce concept art for the main character, the main laboratory environment for the film, and the futuristic VR equipment the character uses.