



CURRENT:

Freelance Illustrator. art and animations for *ischool* (interactive lessons for African schools); illustration commissions via the *CartoonStock* agency; comic-strip artist for various *FA Premier League* clubs including *Southampton* and *Newcastle Utd*. Ink Artist for *Transformers* for *IDW Comics*.

2011/2012:

2D Artist/Animator for *CURVE STUDIOS*, London, producing level art and animations for *HYDROVENTURE: SPIN CYCLE* (Nintendo 3DS, 2012)

2010/2011:

Concept & 2D artist, for *ASYLUM ENTERTAINMENT*, London, illustrating back screens and environments for *DOCTOR WHO: EVACUATION EARTH* (Nintendo DS 2010) and **GUI artist** for *DOCTOR WHO: RETURN TO EARTH* (Nintendo Wii 2010).

2006 / 2009:

Concept Artist for *KUJU ENTERTAINMENT*, Brighton, (a.k.a. *ZOE MODE*), responsible for pitches, pre-game concepts, and full-game art (environments, storyboards, character design, UI and loading screens), using Photoshop.

Published games:

Lead Concept Artist: *EYETOY PLAY/HERO*, for *Sony London Studios* (2008), on PS2.

Sole Concept Artist: *EYETOY PLAY/ASTRO ZOO* for *Sony London Studios* (2007) on PS2.

Unpublished:

Concept Artist: *VIRTUAL AIR GUITAR*, for *Warner Music* on Sony PS3 (2009).

Assists:

Rock Revolution (Komami), 2008) plus pitch and pre-game concepts, including *Justice League* and *Footloose*.

2001 / 2006:

Concept Artist for *BLITZ GAMES* and *VOLATILE GAMES*, Leamington Spa, responsible for game art (environments, storyboards, character design, UI and loading screens) pitches, pre-game concepts, using Photoshop and Xara.

Published games:

Concept Artist: *SPONGEBOB SQUAREPANTS: CREATURE FROM THE KRUSTY KRAB* (2006) on PS2 and Wii for *Nickelodeon/THQ*.

Sole Concept Artist: *RESERVOIR DOGS* (2006) on PS2 and XBOX for *Eidos/Lions Gate*.

Sole Concept Artist: *BARBIE HORSERIDING ADVENTURES* (2003) on PS2 and XBOX, for *Mattel/Knowledge Adventure*.

Assists:

PAC MAN WORLD 3 (Namco and EA Games), 2005 and *BAD BOYS II* (Empire), 2004, plus pitch and concepts for *MTV Get Lucky*, *Sin City*, *Teen Titans*, *Looney Toons* and *Barbie Secret Agent*.

2000 / 2001:

Writer/Artist/2D Animator for *Sony/Indimi* producing e-mailable greetings and viral marketing for clients including *WARNER BROS* (SCOOBY-DOO) and *THE AMERICAN CANCER SOCIETY*, using Pro-Motion, Photoshop and Flash.

1987 / 2000:

Professional Comic Artist, working for the following publishers:

Marvel Comics (USA):

WEB OF SPIDER-MAN (1993/94), *SPIDER-MAN 2099* (1994/96), *SPIDER-MAN:ARACHNIS PROJECT* (1994), *X-MEN* (Movie spin-off) (2000), *THE ADVENTURES OF SNAKE PLISSKEN* (1996), *GAMBIT/NIGHT MAN* (1996), *THE BLACK CAT* (1994), *G.I. JOE* (1992/93), *CAPTAIN PLANET* (1992), *TRANSFORMERS* (1990/91) and *SLEEZE BROTHERS* (1990/93)

DC Comics (USA):

JUSTICE LEAGUE OF AMERICA (2000), *GREEN LANTERN* (2000) and *HITCHHIKERS' GUIDE TO THE GALAXY* (1992)

Panini Comics/Marvel UK:

MARVEL RAMPAGE (2003/05), *TRANSFORMERS ARMADA* (2002), *ACTION MAN* (1999/2000), *THOMAS THE TANK ENGINE & FRIENDS* (1995/98), *GENE DOGS* (1995), *CASPER & FRIENDS* (1995), *REAL GHOSTBUSTERS* (1989/93), *DOCTOR WHO* (1992), *THUNDERCATS* (1987/89), and *TRANSFORMERS* (1987/93).

Egmont Fleetway:

2000 A.D., (1998/2000) *JUDGE D REDD THE MEGAZINE* (1998/2000) and *Judge Dredd Yearbooks* (1990/93).

DC Thomson:

THE BEANO (1998/2000)

Malibu Ultraverse:

EXILES, *NECROMANTRA*, *RUNE*, *ULTRAFORCE*, *NIGHT MAN*

Topps:

RAY BRADBURY'S TALES OF TERROR

Newsstand/Just:

POWER RANGERS, *SCOOBY-DOO*, *Flintstones* and *Yogi Bear*.

ADVERTISING:

'*I've Got The Power*', national press and poster campaign (1992) for *BRITISH TELECOM*.

MEDIA INTERVIEWS AND PUBLIC SPEAKING:

TV: *BBC News 24* (1999).

Radio: *PHILL JUPITUS Drive-Time*, *GREATER LONDON RADIO* (1999).

EDUCATION:

BA (Hons) in Fine Art (Painting), *LEICESTER DE MONTFORD UNIVERSITY*.

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