

ILLUSTRATIVE MAKER

Matisse

ABOUT ME

With a background in modelmaking, illustration, character design, graphic design and more, I proudly call myself an illustrative maker: someone who cannot only come up with concepts and stories but also bring them to life with physical craft!

At the heart of my work is a desire to help people and connect with audiences emotionally. I often explore real world topics through lighthearted, character-driven design, using humour and charm to engage and inform audiences of all ages. My recently obtained degree in modelmaking and my prop maker role at Aardman help me materialise practical solutions that are also imaginative, fun loving and bring a smile to people's faces!

EDUCATION

2022 - 2025

Arts University Bournemouth

BA (Hons) Modelmaking - First Class Honours

2025

Aardman Academy

Storyboarding Foundations Course

2020 - 2022

Harrogate Grammar School [A Levels]

Graphic Design (A*), Psychology (A),
Functional Maths (A), Product Design (B)

MY SKILLSET

CAD and CAM: High level experience working with Adobe Suite e.g. Illustrator, Photoshop and InDesign, and 3D modelling softwares: Rhino, Fusion360 and Solidworks

Visual Storytelling: An eagerness for engaging audiences, especially children, using imagination and colourful, creative design. Ability to show emotion and depth through illustration.

Time Management: completing multiples tasks simultaneously to a high standard, going the extra mile to help peers reach their deadlines.

Teamwork: I thrive in collaborative environments to deliver exceptional results. I'm personable, adaptable, and always eager to learn from others.

Workshop Machinery: Breadth of experience with tablesaws, bandsaws, mills, metal and wood lathes, vacuum formers, pillar drills, and sanders and more. Extensive metal work experience.

Detailed Miniature Work: Experience creating very intricate small scale props for stop motion.

AWARDS & HONOURS

1st Prize for Under 20s 3D Animation Short Film [2016]

1st & 3rd Prize for Pottery [2017]

Academic Scholarships [2017 - 2020]

Creative All Rounder Award [2017 & 2019]

Design Exhibition at Harewood House [2022]

A Level Graphics Subject Award [2022]

Exhibition at New Blades [2025]

Published Wavemaker Story [2025]

Final Year University Work Published by Clients [2025]

WORK EXPERIENCE

Aardman Animations

PROP MAKER/SET DRESSER TRAINEE [NOV 2025 - CURRENT]

One of three prop makers responsible for producing both hero and background props and overseeing set dressing across multiple units. Contribute creatively to concept development and narrative interpretation. Work closely with animators and directors to deliver high-quality work to schedule, consistently recognised for professionalism and craftsmanship. Can apply strong understanding of character, emotion, and storytelling when dressing sets and interpreting storyboards. Collaborate with lighting and cinematography to ensure visually engaging on-screen results. This role has significantly strengthened my knowledge of the stop-motion animation production workflow.

PROP MAKER/SET DRESSER INTERN [SEPT 2025]

Completed a two-week internship in the art department on an upcoming feature film, assisting with prop creation and set dressing under senior team members. Gained exposure to multiple departments including animation, puppets and story boarding. As my first experience on set, I learned how collaborative film productions operate while delivering creative work to tight deadlines.

Visa Cash App Red Bull F1 Team (Vcarb)

MODELMAKER [MAR 2024]

Internship collaborating with F1 modelmakers in the bustling model shop department creating replica racecar parts for testing. My refining skills such as sanding, spray painting were enhanced and new skills including electronics and aerodynamics were developed and will be invaluable in future character and set designs.

Freelance

MODELMAKER/STYLIST [JUL - OCT 2025]

Helping to produce high quality models in short time frames for clients from varying backgrounds. Work ranges from moulding and casting; spraying and finishing; wood and metal machining. Job role also involves assisting photographers by styling props and laying out scenes for advert shoots.

Buglife

MODELMAKER [OCT 2024 - FEB 2025]

External client opportunity sponsored by my university. My brief was to highlight the negative impact artificial light at night has on invertebrates. Recognising the complexity and often misunderstood nature of this issue, I developed an interactive pop-up book to address the topic in a lighthearted and humorous way. My model showcases my talent for merging education with creativity, and will be used during workshops and events. My work is featured on the company's

The Bank of Dreams and Nightmares + The Story Works

ILLUSTRATOR [2024 - CURRENT]

Illustrating children's ideas as they develop short stories during live, creative workshops has enhanced my ability to engage and interact with younger audiences. The children's stories alongside my illustrative work are printed and produced into physical books. My work is featured on the company's website.

Freelance

ILLUSTRATOR [2022 - 2023]

Turning verbal prompts into trendy greetings cards for a comedian. First freelance experience creating contracts, negotiating suitable prices and time scales, and interpreting a client's intentions and goals. Advanced my illustrative skills and my knowledge of Adobe Suite tremendously - learning to deliver high quality products efficiently.

CONTACT ME!

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