

Joshua Richardson

2D Character Animator

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SUMMARY

A passionate and enthusiastic animator specialising in 2D animation with a big focus on quality. Dedicated to my craft I want to grow and learn around those who share the same passion for animation and be a valued member of any team.

WORK EXPERIENCE

24/3/21- 31/3/22
Southport, Sefton
United Kingdom

2D Animator/Graphic Designer Sefton Council (ECO Centre)

- I worked independently and collaboratively involving myself at every stage of planning and producing the projects to high quality. I worked closely with the director and kept in good communication to ensure the process went along smoothly.
- Stone Age Animation – I produced a one-minute animation to be used as an intro to a game for teaching young school aged children about the Stone Age.
- Immersive Room- I produced multiple animations and images as well as character designs for an immersive room at the ECO Centre to educate school age children about the environment.

11/4/16 – 16/5/16
Preston, Lancashire
United Kingdom

2D Animator Northern Rail (UCLAN)

- As part of my animation course at UCLAN we were exposed to real life work experience.
- We had Northern Rail come in and commission us to work on three thirty second short advertisements highlighting the dangers of the railway.
- We were each put into groups and had to be interviewed for the job roles we wanted, in which I was successful for my role as animator, we were then given a deadline to complete the work by.

SOFTWARE

- Adobe Animate/Flash
- Adobe Premier Pro
- Adobe Photoshop

SKILLS

- Understanding of animation principles
- Knowledge of the animation pipeline
- Character Animation
- Communication
- Storytelling
- Eye for detail

EDUCATION

University of Central Lancashire 2014-2017
Bachelor of arts degree Animation- 2.1

INTERESTS

Gaming, Animals, Films, Drawing.