

HOWARD KINGSTON CV

Email: hwkingston@gmail.com Date of birth: 13. 11. 78
Website: www.corporategiant.co.uk Nationality: English

SUMMARY / OBJECTIVE

3D Artist, Illustrator, animator and designer, working primarily in Maya, Unity, illustrator, Photoshop and After Effects.

I have more than 15 years experience working professionally at animation and design studios including Airside, Not to Scale, Partizan Labs and Passion Pictures in London, and Polygon Pictures, Airside Nippon, Toneplus and Aoki Studio in Tokyo.

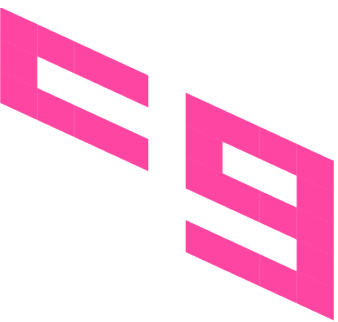
I have also produced a number of music promos, including for Warp Records and Warp Films, visuals for concerts and events, as well as record covers, 2D print illustrations and other works.

I consider my key strength to be in my visual sense and a hands-on ability to realise a concept, whether with pencil or polygon.

I am self-motivated and resourceful, and am passionate about my work. I enjoy working with others and am happiest where there is a shared enthusiasm for a project and a free exchange of ideas.

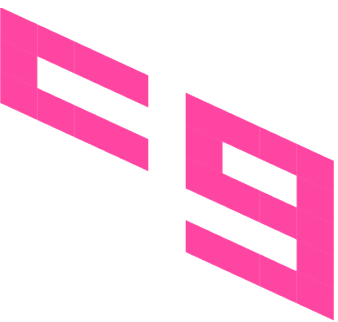
EDUCATION

Oct 04 – Sep 05	Bournemouth University (NCCA) MA in 3D Computer Animation (with Distinction)
Sep 98 – Jun 02	Bath Spa University College BA (Hons) in Fine Art (Painting)
Sep 97 – Jun 98	Bournemouth and Poole College of Art and Design Foundation (BTEC Diploma) in Art and Design
Sep 91 – Jun 97	Biddenham Upper School A-levels in Art and Design and English 9 GCSEs



WORK

- Jul 19 –** **Aoki Studio**
.Working remotely for Aoki Studio on projects ranging from TV Spots to Unity builds, working primarily in Maya and Unity, alongside Illustrator, photoshop and After Effects.
- Jul 19 –** **Oh No Monsters**
.Animation workshops focusing on claymation stop with models built over armatures, with a regular Saturday Morning Animation Club, and workshop series at The Depot, Lewes.
- Jul 19 –** **Corporategiant / Illustration**
Design, Illustration and animation as corporategiant and under my own name at howardkingston.co.uk, including for children's books, film posters, band and concert posters and for clients such as Hangar 26.
- Jan 19 – Jun 19** **Content Creatures**
.Senior animator at Content Creatures, Dorking
.2D and 3D Animation in Maya, Cinema 4D and After Effects, 2D Artworking in Photoshop and Illustrator.
- Jun 18 – Oct 18** **59 Productions**
.CG Artist for 59 Productions, London
.3D Modelling in Maya, Compositing in After Effects, texturing in Photoshop.
.Storyboard and concept artworking in Photoshop and Illustrator.
- Mar 13 – Jun 18** **Aoki Studio**
.Designer for Aoki Studio, Tokyo.
.Responsibilities including 2D design and concept, Art Direction, 2D and 3D motion graphics in Maya, c4D and After Effects, 3D modelling, animation and character animation in Maya, Unity implementation for iOS and HTC Vive
- Sep 14 - Oct 14** **Airside Nippon**
.CG artist for Airside Nippon (www.airside.jp), including 3D Animation in Maya and Composit in After Effects, TV slot for Renault.
- Aug 13 – Oct 13** **Toneplus**
Character animation in Maya and Motion Builder.
- Jan 12 – Mar 13** **Polygon Pictures Inc**
.CG artist for Polygon Pictures Inc (<http://www.ppi.co.jp/>), Tokyo, including compositing in Nuke, 2D design, matte paint and texture in Illustrator and Photoshop, 3D modelling in Maya.

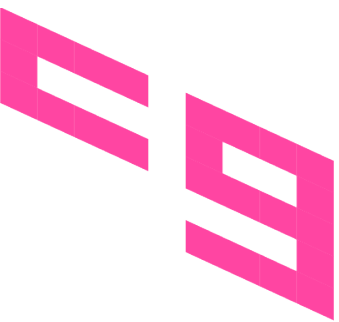


TECHNICAL SUMMARY

I have worked in 3DCG primarily in Maya, and occasionally in 3D studio Max and Cinema 4D, and with Photoshop, Illustrator for 2D and After Effects for Composit..

I have an arts background and my skill set skews towards the arts side - key frame animation, modelling, texturing, as well as drawing, painting etc, Having worked most often as a generalist in relatively small studios I have a broad working knowledge of most aspects of production.

	Level	Primary	Experience
Maya	Advanced	•	10 years
C4D	Intermediate		2 years
Unity	Intermediate - Advanced	•	5 years
Zbrush	Intermediate		5 years
Mudbox	Intermediate		3 years
Adobe Photoshop	Advanced	•	15 years
Adobe Illustrator	Advanced	•	7 years
Corel Painter	Intermediate - Advanced		2 years
Adobe After Effects	Advanced	•	8 years
Nuke	Intermediate		1 year



ADDITIONAL SKILLS

Draughtsmanship:	I have studied drawing to a high level. I have produced storyboards and concept artworks on many projects professionally.
2D Design:	I enjoy and maintain a keen interest in composition, colour, logo design and typography
Programming:	Over the past two years I have had the opportunity to plan and develop projects in Unity (coding in C#), a skill set I am busily developing.
Creative Writing:	I have written narrative and dialogue and other copy occasionally for various projects, as well as short stories and continue to write creatively.

ACTIVITIES / INTERESTS

- I am interested in film, literature, music, video games, architecture and all creative arts
- I paint, draw, write, make things compulsively
- I seek out new sources of music
- I enjoy discovering and exploring new places

