

JO HIGH

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johighanimation.wixsite.com/portfolio

Digital media artist seeking a junior role as part of a creative team. Enthusiastic about art, science, and technology; loves to exercise problem-solving skills and try new things.

October 2020—Present—Freelance Illustrator

Taking digital artwork commissions including character concept art for Otherworld Miniatures and T-shirt design for Contour Climbing.

October—November 2020—Internship at Humanitarian Operations

3D character animator: the role involved creating idle animations for an augmented/virtual reality educational game for children using Maya and Unity, requiring good communication with the team and the ability to take feedback on board.

2017-2020 — Falmouth University, BA (Hons.) Animation & Visual Effects—First-Class Honours

Sunshine (2020)	2D Digital	Key Animator, Creature Designer
Anoxia (2020)	2D Digital/3D	CG Lead, Pre-vis
The Ones We Love (2020)	3D	Modeller
GameKid (2020)	3D/2D Digital	Modeller
Starboy (2019)	3D	Animator
Geodesy (2019)	Live-Action	Compositor

Skills

- Understanding and experience with a wide range of digital media technologies, including 3D animation and modelling, editing software, motion graphics, and live action filmmaking
- Drawing and graphic design skills
- Quick and eager to learn
- Eye for details
- Suited to either a specialist or flexible generalist role
- Responsible and amicable team-player

Education

2016-2017	Merit in a Foundation Diploma in Art and Design, Ravensbourne (Greenwich, London)
2014-2016	33 Points in the International Baccalaureate Diploma, Tonbridge Grammar School (Tonbridge, Kent)
2012-2014	12 (i)GCSEs Grade A*–C, Tonbridge Grammar School

Interests

Natural history, animation, illustration, game development, crochet, wildlife, ant-keeping