

# **Bradley MJ\_Production Artist & Digital Sculptor**

Port Folio site: <http://www.bradleymj.com/>

Development Blog: <http://bmj-nuca.blogspot.co.uk/>

E-Mail: [bradleymorganjohnson@gmail.com](mailto:bradleymorganjohnson@gmail.com)

Phone: 07540526968

Date of Birth: 16<sup>th</sup> March 1979

Nationality: British

Marital Status: Married

- Z Brush Specialist with excellent skills in Organic sculpting and Z-Modeller hard surface 'Low Poly' modelling for 3D print and production.
- Highly skilled in 'Dynamic Sketching' including story boarding and key frame development.
- Proficient in 2D digital artwork including concept art & design for production, compositing of 3D and design development / iteration.
- 10+ Years experience in Architectural draughtsmanship for fit out design
- Proven team player with experience in project development from concept to completion.
- BAFTA Scholar 2015/16 studying a Masters Degree in Production Art.

- **Star Trek Discovery; FBFX: Sep16 – Mar17**

I have been responsible for development the of a 'Deep Space' Sci Fi Suit, a rough 2D concept was provided as base for Digital 3D development in Z Brush. An iteration process of 2D & 3D was used to realise the aesthetic from concept direction. Development of original concepts for Gloves, Boots and Harness

- **MA in Moving Image & sound:**

Specialism in Production art for Film, specifically 2D to 3D pipelines. Awarded the **BAFTA Scholarship 2014-16**, gaining mentorship from Stuart Craig O.B.E. (*Production Designer Fantastic Beasts / Harry Potter.*)

<http://www.bafta.org/initiatives/supporting-talent/scholarships/scholarship-programme-recipient-in-2014>

- Bishops Art Prize 2016: [Highly Commended](#)
- Norwich Castle Pre Vis animatic\_2015: production of key frames and development of assets for an animatic showing the Norman Castle in its original glory
- DBACE 2015 – [shortlisted.](#)
- BA Games Art & Design; NUA\_2012-15: 1<sup>st</sup> Class Degree Award.

**Freelance Concept Artist, Designer & Illustrator:** 2009 onwards through retraining period.

- *Into the Light*, Video Game Environment development, Mayben Media, Mar 15: Iteration and development of environment assets.
- *The Green Machine*, Animation Pilot environment, Oct 14: Concept and development of background plates for animation pilot in a western Manga theme.
- *Industrial Illustrations*, Fresh Water, Ongoing: Production of 3D render and Photoshop composites of engineering components.
- *Lotus F1 Promotional advert*, storyboard, Ember Films, Sept 14.
- *Stonehenge*, October Films for BBC, Aug 14: Generation of key frames for 3 historic re-enactments.

- *Bloody Tales of Europe*, Ember Films for National Geographic, Apr 14: Generation of key frames for 3 historic re-enactments.
- *Tales from the Tower*, Ember Films for National Geographic, Dec 13: Generation of key frames for 3 historic re-enactments.
- *Corporate Show Set*, Production Bureau for Aviva, Aug 13: Concept and design development.
- Lotus F1 Game, Ember Films, Jan 13: Key frames for promotional advert.

#### **CONCEPT- I DESIGN**, Bangkok, Thailand. May 2008 – Nov 2008

- **Nautilus Shopping centre, Istanbul, Turkey.** - Feature concept design development & production of themed details.
- **Jebel Hafeet Glacier, Water Park, Al Ain, United Arab Emirates.** - Feature concept design development & production of rendered Master plan.
- **O.S.E Shopping centre, Shanghai, China.** - Feature concept design development & production of Plaza Canopy Layout & section elevation of overall space.
- **Diamond Tower, Istanbul, Turkey.** – Concept design, development & production of public space layouts, elevations and themed details.
- **Mall of Canton, Guangzhou, China.** - Concept design, development & production of public space layouts, elevations and themed details.
- **Jerudong Park, Brunei.** – Design development & production of public space master plan Concept, layouts, elevations and themed details. Also re-designing existing elements of the parks architecture.

#### **KCC ENTERTAINMENT DESIGN**, Dubai, U.A.E. November 2007 – May 2008

##### **Riverside Entertainment centre, Voronezh, Russia.**

Contracted to produce the concept design, development & production of architecture, public space layouts, elevations and themed details, for a six story indoor entertainment centre. Presenting the concept package and securing the design development contract for KCC.

##### **NAKHEEL DESIGN GROUP, NAKHEEL**, Dubai, U.A.E. March 2006 – Nov 2007

Working as an intermediate level designer, preparing layouts, elevations and sketch perspectives for interior and exterior architectural projects in Dubai including:

*Gateway Entrance Feature, Palm Island, Jumeirah. Nakheel sales office, Palm Jebel Ali / Dubai Waterfront. Villa Layout Concept, for Sultan Ahmed Bin Sulayem. The Lost City, Jebel Ali. Jumeirah Village North, Jebel Ali.*

##### **BMJ DESIGN CONSULTANCY LTD, UK.** NOV 2003 – DEC 2005.

Covering Interior design fit-outs from design through to completion including contracting, site management & dealing with local authorities. Other services included, graphic design and illustration.

##### **Accent Interiors, UK.** 1998-2003

Starting as an apprentice in 1998 and becoming a junior designer I acquired a foundation in the following skills: Plan drawing to scale for construction purposes, perspective drawing for architectural visualisation, compiling sample and mood boards for proposed styles and finishes, working a part of a team on varied projects from start to completion.

#### **References:**

- Sir Stuart Craig O.B.E. Warner Brothers (Current)
- Grant Pearmain, FBFX
- Geoff Morrisson, Concept-I International