



## CONTACT

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## EDUCATION

### FORTH VALLEY COLLEGE

2009 – 2012  
HND Graphic Design  
Art & Design Degree Foundation

### BO'NESS ACADEMY

2003 – 2009  
Art & Design, English & Product Design  
(Adv. Highers & Intermediate)

## SKILLS & SOFTWARE

Illustration  
Graphic Design  
Photo Manipulation  
Adobe Creative Suite  
Microsoft Office packages  
Digital Advertising  
Social Media

## TRAINING

### SCREEN PRINTING

Glasgow Print Studio

### PAINTING WITH LIGHT & COLOUR

Dice Tsutsumi & Robert Kondo

## PUBLISHED WORKS

### MAPLE THREE-STEP

Children's novel by Jeremiah Goodreau

### CLOUDSCAPE ANTHOLOGY

Life Finds a Way - Comic

## COMPETITIONS

### SQUARE ENIX -

Moogles Art Competition Winner 2018

## WORK EXPERIENCE

### TENGU ARTS

*FREELANCE - ILLUSTRATION - GRAPHIC DESIGN - ART DEALER*  
2014 - Present

Tengu Arts is the creative home of both my freelance and personal art projects. Based online, I've been able to reach clients all over the world. I also create and sell my own products at shows and on my online store.

### SOUNDREL MEDIA

*FREELANCE ARTIST - COMIC ARTIST - SOCIAL MEDIA - APPAREL*  
2019 - Present

Soundrel Media is an entertainment website, focussing on movies, TV and games through articles and podcasts. I've joined the team as a freelance artist to creatively boost the sites visibility online. My first task is to create a new topical comic series to be shared across social media. Previous artwork created for the client features as the sites brand image and is available on merchandise via the websites store.

### VICE & LUNA

*COMIC ARTIST - ILLUSTRATOR - PROMOTIONAL*  
2016 - 2018

Anime News Network, a popular Japanese culture website hired me to relaunch their weekly comic series 'Vice & Luna'. The comic saw up to 5x the readership from the original strip and ultimately brought more engagement and visitors to the website.

### MY DAD, DEATH

*VISUAL DEVELOPMENT - CHARACTER DESIGN - ENVIRONMENTS - 3D*  
2016

My Dad, Death is a fantasy, sci-fi, adventure written by James Bowers. For the initial project, I focused on visual development by creating various character designs, and environments. I used basic 3D models to set these up, increasing continuity in the final artworks. I then created comic pages, introducing the characters and the world that was sent to different publishers.

### LOVELY LITTLE THIEVES

*LEAD ARTIST - CHARACTER DESIGN - ANIMATION - LOGO DESIGN*  
2014

LLT is a visual novel horror game where I worked as lead artist on the project. I created various animated sprites, game assets and promotional arts for the game. I also designed the branding for the game studio 'Pango Dango Games'. Overall my involvement in the project was a success. The art was received well and helped secure the funding for the games production.