

## HOWARD KINGSTON CV 2017

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Website: www.corporategiant.co.uk Nationality: English

### SUMMARY / OBJECTIVE

CG artist and designer, working primarily in Maya, Unity, Illustrator, Painter and Photoshop.

I have 10 years experience working professionally as a 3D artist (generalist) and designer. I worked over a period of 4 - 5 years at some of London's most well regarded animation and design studios including Airside, Not to Scale, Partizan Labs and Passion Pictures, followed by a little over 5 years in Tokyo working for Polygon Pictures, Airside Nippon, Toneplus and Aoki Studio.

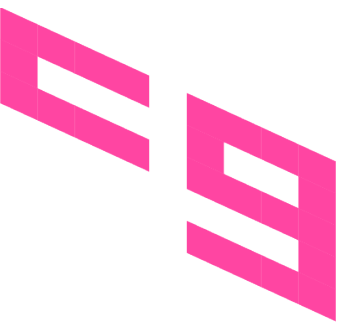
I consider my key strength to be in my visual sense and a hands-on ability to realise a concept, whether with pencil or polygon.

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.

Looking for work as an artist / designer on imaginative projects.

### EDUCATION

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



## WORKS

### JAPAN - 2011 - 2017

**Mar 13 – Present**

**Studio Aoki**

Designer for Aoki Studio, Tokyo.

Responsibilities including

- 2D design and concept
- Art Direction
- Planning and managing projects
- Coordinating a small team and coordinating between studios
- 2D and 3D motion graphics in Maya 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](http://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**

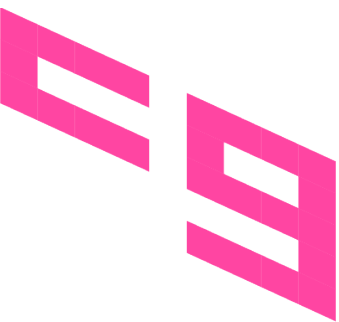
**Polygon Pictures Inc**

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.

**Oct 11 – Dec 11**

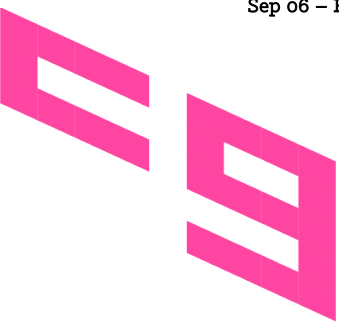
**Airside Nippon**

CG artist for Airside Nippon ([www.airside.jp](http://www.airside.jp)) – Modelling and Animation in Maya, comp in After Effects.



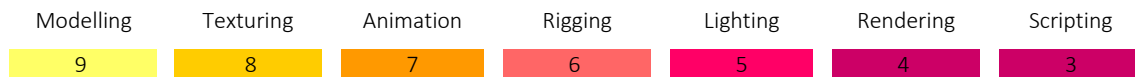
LONDON - 2006 - 2011

<b>Mar 11 - May 11</b>	<b>Retro/Grade</b>	Collaboration with Eno of AV:TV ( <a href="http://www.weirdcore.tv">www.weirdcore.tv</a> ) on music video for 'Mindfighter' by Retro/Grade, commission for Sony/ Deconstruction Records ( <a href="http://www.deconstructionrecords.co.uk">www.deconstructionrecords.co.uk</a> ).
<b>Jan 11 - Mar 11</b>	<b>Aphex Tour 2011</b>	Collaboration with Eno of AV:TV ( <a href="http://www.weirdcore.tv">www.weirdcore.tv</a> ) on tour visuals for Aphex Twin.
<b>Dec 10 - Dec 10</b>	<b>Molinaire</b>	3D Artist with Molinaire ( <a href="http://www.molinaire.co.uk">www.molinaire.co.uk</a> ); working on 'Flying Monsters' for the BBC, including Camera Animation.
<b>Oct 10 - Dec 10</b>	<b>Zoo VFX</b>	3D Artist with Zoo VFX ( <a href="http://www.zoovfx.com">www.zoovfx.com</a> ); working on 'Dino Gangs' for the BBC, including Animation, Lighting and Texturing.
<b>Jun 10 - Oct 10</b>	<b>Blind</b>	3D Artist with Blind ( <a href="http://www.blind-online.com">www.blind-online.com</a> ), developing animated sequences from storyboard through production and post production for the AAA video game crysis 2 by crytek ( <a href="http://www.crytek.com">www.crytek.com</a> ).
<b>Mar 10 - May 10</b>	<b>Aphex Tour 2010</b>	Collaboration with Eno of AV:TV ( <a href="http://www.weirdcore.tv">www.weirdcore.tv</a> ) on tour visuals for Aphex Twin.
<b>Dec 10 - Dec 10</b>	<b>59 Productions</b>	Commission from 59 Productions ( <a href="http://www.59productions.co.uk">www.59productions.co.uk</a> ) to create animations for projection for ambitious theatrical live concert for Jonsi Birgisson ( <a href="http://www.jonsi.com">www.jonsi.com</a> ).
<b>Oct 09 - Nov 09</b>	<b>Zoo VFX</b>	3D artist with Zoo VFX ( <a href="http://www.zoovfx.com">www.zoovfx.com</a> ), working on 'Rome Unwrapped' for Discovery Channel, including modelling texturing lighting and rendering in Maya and 3dsmax.
<b>Sep 09 - Oct 09</b>	<b>Not To Scale</b>	3D artist with Not to Scale ( <a href="http://www.nottoscale.tv">www.nottoscale.tv</a> ); work on ident for Channel 5 with Ubik ( <a href="http://www.ubik.tv">www.ubik.tv</a> ).
<b>Jul 09 - Sep 09</b>	<b>Airside</b>	3D artist with Airside ( <a href="http://www.airside.co.uk">www.airside.co.uk</a> ); work on previz for Vauxhall Corsa 'C'mons' TV spot, work on 2 animated shorts for Simply Health ( <a href="http://www.simplyhealth.co.uk">www.simplyhealth.co.uk</a> ).
<b>Jul 09 - Aug 09</b>	<b>Beamminster Animation</b>	Presentation, Tutoring and Technical Assistance for Animation Workshop
<b>Apr 09 - Jun 09</b>	<b>Not To Scale</b>	3D artist with Not to Scale ( <a href="http://www.nottoscale.tv">www.nottoscale.tv</a> ); work on TV spots, website and print content for Zurich Connect ( <a href="http://www.zurich-connect.co.uk">www.zurich-connect.co.uk</a> )
<b>Dec 08 - Mar 09</b>	<b>Airside</b>	3D artist with Airside ( <a href="http://www.airside.co.uk">www.airside.co.uk</a> ); work on website content and animated short for Vitsoe ( <a href="http://www.Vitsoe.com">www.Vitsoe.com</a> ).
<b>Sep 08 - Feb 09</b>	<b>Family Galaxy</b>	Commission from Warp Films ( <a href="http://www.warpfilm.com">www.warpfilm.com</a> ) / Warp Records ( <a href="http://www.warprecords.com">www.warprecords.com</a> ) for a music promo for Family Galaxy by Tim Exile.
<b>Jul 08 - Aug 08</b>	<b>Beamminster Animation</b>	Presentation, Tutoring and Technical Assistance for Animation Workshop
<b>May 09 - Jul 09</b>	<b>SPOV</b>	3D artist with SPOV ( <a href="http://www.spov.tv">www.spov.tv</a> ); work on Ten Ways to Save the Planet for Discovery Channel, including modelling, texturing, lighting and animation.
<b>Apr 08 - May 08</b>	<b>Dirty UK</b>	3D artist with Dirty UK ( <a href="http://www.dirtyuk.net">www.dirtyuk.net</a> ); work on promo including modelling, texturing and lighting.
<b>Oct 07 - Mar 08</b>	<b>Airside</b>	3D artist with Airside ( <a href="http://www.airside.co.uk">www.airside.co.uk</a> ); texturing modelling and animation on a short film for the Live Earth initiative, promoting awareness of climate change.
<b>Sep 07 - Oct 07</b>	<b>Dirty UK</b>	3D artist with Dirty UK ( <a href="http://www.dirtyuk.net">www.dirtyuk.net</a> ); work on promo including modelling, texturing and lighting.
<b>Jul 07 - Aug 07</b>	<b>Passion Pictures</b>	3D Artist with Passion Pictures ( <a href="http://www.passion-pictures.com">www.passion-pictures.com</a> ); modelling, animation, lighting and texturing for Idyllic Lake ad for 'Surf With Essential Oils'
<b>Jun 07 - Jul 07</b>	<b>Atlantic Digital (Zoo VFX)</b>	3D Artist with Atlantic Digital ( <a href="http://www.atlanticproductions.tv/digital.html">www.atlanticproductions.tv/digital.html</a> ); work on <i>Lost Worlds</i> series for The History Channel including modelling, texturing and animation in Maya for <i>Lost Superpower of the Bible</i> , <i>Stalin's Supercity</i> and <i>Secret A-Bomb Factories</i>
<b>Jun 07 - Jul 07</b>	<b>Airside</b>	3D artist with Airside ( <a href="http://www.airside.co.uk">www.airside.co.uk</a> ); texturing modelling and animation on a short film for the Live Earth initiative, promoting awareness of climate change.
<b>May 07 - Jun 07</b>	<b>Partizan Lab</b>	3D artist with Partizan Lab ( <a href="http://www.partizanlab.com">www.partizanlab.com</a> ); texturing modelling and animation on a Great British Food ad for Sainsbury's, blending CG, stop-motion and live footage.
<b>Mar 07 - May 07</b>	<b>Jellyfish Pictures</b>	3D artist with Jellyfish Pictures ( <a href="http://www.jellyfishpictures.co.uk">www.jellyfishpictures.co.uk</a> ); texturing modelling and animation on Fight For Life, Bafta award winning TV series for the BBC exploring the capacity of the human body to adapt and survive.
<b>Sep 06 - Feb 07</b>	<b>Because to Why</b>	Collaboration with Johnny Galloway on short promo for Because to Why by Mira Calix for Warp Records ( <a href="http://www.warprecords.com">www.warprecords.com</a> ).

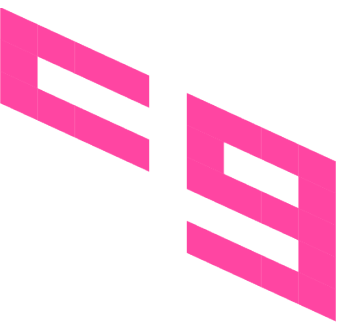


## TECHNICAL SUMMARY

### 3D (Primary software - Autodesk Maya)



	Level	Primary	Experience
<b>Maya</b>	Advanced	•	8 years
<b>XSI</b>	Advanced		10 years
<b>Zbrush</b>	Intermediate		5 years
<b>Mudbox</b>	Intermediate		3 years
<b>Adobe Photoshop</b>	Advanced	•	13 years
<b>Adobe Illustrator</b>	Advanced	•	5 years
<b>Corel Painter</b>	Intermediate - Advanced	•	2 years
<b>Adobe After Effects</b>	Intermediate - Advanced	•	2 years
<b>Nuke</b>	Intermediate		1 year
<b>Unity</b>	Intermediate	•	1 year
<b>Adobe Premiere Pro</b>	Intermediate		2 years
<b>Sonic Foundry Vegas</b>	Advanced		3 years
<b>Macromedia Flash</b>	Beginner – Intermediate		1 year



## ADDITIONAL SKILLS

Draughtsmanship:	I have studied drawing to a high level. I draw every day and am a competent draughtsman
Design:	I enjoy and maintain a keen interest in composition, colour, logo design and typography
Programming:	Over the past year I have had the opportunity to plan and develop projects in Unity (C#). I am busily developing this new skill set and enjoying this new way of thinking.
Analytical Writing:	I am able to write and develop ideas to a high level (my BA (Hons) dissertation received a first, and my MA personal research received a distinction).
Creative Writing:	I have written short stories and other prose 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

## REFERENCES

Steve Harper

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MA 3D Animation,  
NCCA (National Centre of Computer  
Animation),  
Bournemouth Media School

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