

HOWARD KINGSTON CV 2018

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SUMMARY / OBJECTIVE

CG artist and designer, working primarily in Maya, Illustrator, Painter and Photoshop. Recently I have worked extensively in c4D and Unity.

I have more than 10 years experience working professionally as a 3D artist (generalist), in XSI and Maya. I worked over a period of 4 - 5 years at London 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. Since returning to the UK I have worked for 59 Productions as a Modeller, as well as contributing some storyboard and concept/layout artwork.

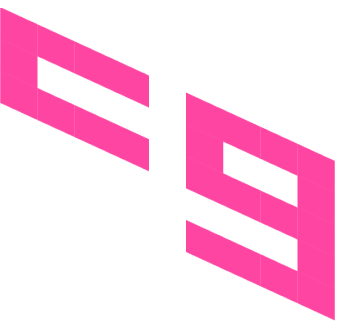
Over the same period I have also produced a number of music promos, including for Warp Records and Warp Films, visuals for concerts and events, as well as record covers, 2D print illustrations and other works.

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



WORKS

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
- Planning and managing projects
- Coordinating a small team and coordinating between studios
- 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

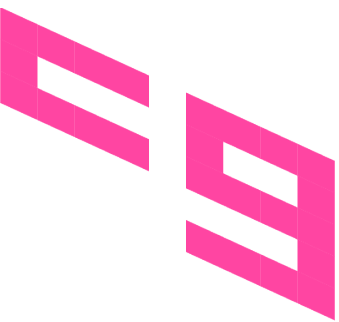
Polygon Pictures Inc

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.

Oct 11 – Dec 11

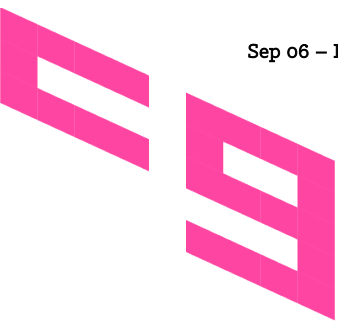
Airside Nippon

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



Works- 2006 - 2011

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



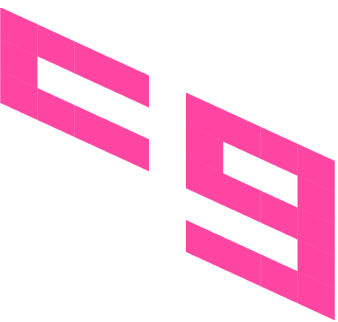
TECHNICAL SUMMARY

I have worked in 3DCG primarily in Maya, and over the past 2 years increasingly in c4D.

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.

I have worked extensively compositing in After Effects, and worked increasingly on design and concept artworking in Photoshop, Illustrator and Painter.

	Level	Primary	Experience
Maya	Advanced	•	8 years
C4D	Intermediate		2 years
Unity	Intermediate - Advanced	•	2 years
Zbrush	Intermediate		5 years
Mudbox	Intermediate		3 years
Adobe Photoshop	Advanced	•	13 years
Adobe Illustrator	Advanced	•	5 years
Corel Painter	Intermediate - Advanced	•	2 years
Adobe After Effects	Advanced	•	4-5 years
Nuke	Intermediate		1 year
Sonic Foundry Vegas	Advanced		3 years



ADDITIONAL SKILLS

Draughtsmanship:	I have studied drawing to a high level. I have produced storyboards and concept artworks on many projects professionally. I draw almost 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 two years I have had the opportunity to plan and develop projects in Unity (coding in C#), a skill set I am busily developing.
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

Programme Coordinator

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NCCA (National Centre of Computer
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