

## HOWARD KINGSTON CV 2020

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

### SUMMARY / OBJECTIVE

CG artist and designer, working primarily in Maya, Illustrator, Painter and Photoshop. Recently I have worked extensively in 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 3D Artist, as well as contributing some storyboard and concept/ layout artwork, and at Content Creatures as Senior Animator, and continuing to work for Aoki Studio remotely.

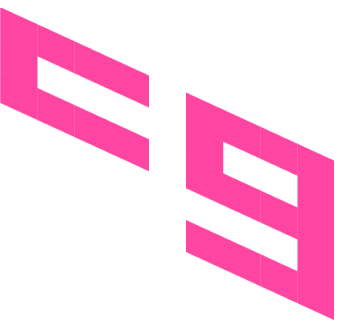
Over the same period I have also produced a number of music promos, including for Warp Records and Warp Films, visuals for concerts and events, as well as record covers, 2D print illustrations and other works.

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



## WORK

Jul 19 – Sep 20

### **Aoki Studio and Independent Illustrator**

I have divided my time between continuing to work remotely for Aoki Studio and focussing on my own work, producing illustrations and exhibiting prints, and selling prints through [www.howardkingston.co.uk](http://www.howardkingston.co.uk)

Jan 19 – Jun 19

### **Content Creatures**

Senior animator at Content Creatures, Dorking  
2D and 3D Animation in Maya, Cinema 4D and After Effects, 2D Artworking in Photoshop and Illustrator.

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, 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](http://www.airside.jp)), including 3D Animation in Maya and Composit in After Effects, TV slot for Renault.

Aug 13 – Oct 13

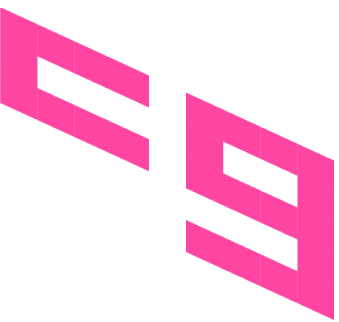
### **Toneplus**

Character animation in Maya and Motion Builder.

Jan 12 – Mar 13

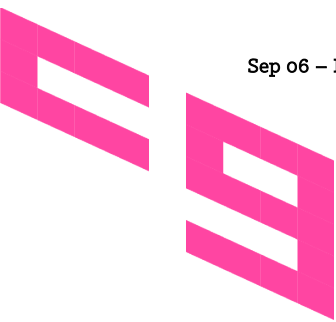
### **Polygon Pictures Inc**

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.



## Work- 2006 - 2011

Oct 11 – Dec 11	<b>Airside Nippon</b>	CG artist for Airside Nippon ( <a href="http://www.airside.jp">www.airside.jp</a> ) – Modelling and Animation in Maya, comp in After Effects
Mar 11 - May 11	<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> ).
Jan 11 - Mar 11	<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.
Dec 10 – Dec 10	<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.
Oct 10 – Dec 10	<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.
Jun 10 – Oct 10	<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> ).
Mar 10 – May 10	<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.
Dec 10 – Dec 10	<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> ).
Oct 09 – Nov 09	<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.
Sep 09 – Oct 09	<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> ).
Jul 09 – Sep 09	<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> ).
Jul 09 - Aug 09	<b>Beaminstor Animation</b>	Presentation, Tutoring and Technical Assistance for Animation Workshop
Apr 09 – Jun 09	<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> )
Dec 08 – Mar 09	<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> ).
Sep 08 – Feb 09	<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.
Jul 08 - Aug 08	<b>Beaminstor Animation</b>	Presentation, Tutoring and Technical Assistance for Animation Workshop
May 09 – Jul 09	<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.
Apr 08 – May 08	<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.
Oct 07 – Mar 08	<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.
Sep 07 – Oct 07	<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.
Jul 07 – Aug 07	<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'
Jun 07 – Jul 07	<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>
Jun 07 – Jul 07	<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.
May 07 – Jun 07	<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.
Mar 07 – May 07	<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.
Sep 06 – Feb 07	<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> ).



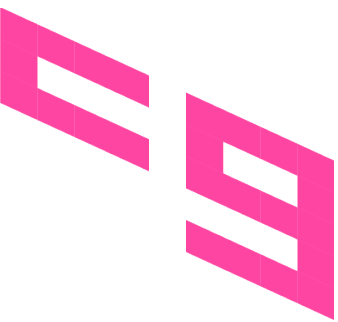
## TECHNICAL SUMMARY

I have worked in 3DCG primarily in Maya (and Softimage XSI, now defunct), and occasionally in 3D studio Max and Cinema 4D.

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

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.

	Level	Primary	Experience
<b>Maya</b>	Advanced	•	8 years
<b>C4D</b>	Intermediate		2 years
<b>Unity</b>	Intermediate - Advanced	•	2 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>	Advanced	•	4-5 years
<b>Nuke</b>	Intermediate		1 year
<b>Sonic Foundry Vegas</b>	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.
2D 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.
Creative Writing:	I have written narrative and dialogue and other copy occasionally for various projects, as well as short stories 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	Christophe Defaye	Brett Davey
Programme Coordinator	Director	Creative Director
MA 3D Animation, NCCA (National Centre of Computer Animation), Bournemouth Media School	Aoki Studio	Content Creatures
<a href="http://ncca.bournemouth.ac.uk/">http://ncca.bournemouth.ac.uk/</a>	<a href="http://www.aokistudio.co.jp/">www.aokistudio.co.jp/</a>	<a href="http://www.contentcreatures.com/">www.contentcreatures.com/</a>
<a href="mailto:SHarper@bournemouth.ac.uk">SHarper@bournemouth.ac.uk</a>	<a href="mailto:christophe@aoki.fr">christophe@aoki.fr</a>	<a href="mailto:brett@contentcreatures.com">brett@contentcreatures.com</a>
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