



CHARLIE MAXWELL

Visual Development Artist
& Character Animator

☎ 075-2682-2095

✉ charliemax@hotmail.co.uk

🐱 www.charliemation.com

📁 EDUCATION

Ulster University
Animation and Design

Animation 2D MA
(Distinction)
2019-2020

Animation 3D B.Des
(2.1 with Honours)
2013-2017

★ AWARDS

- E4 E-Sting Finalist 2013
- Moving Image Arts Award (Foyle film Festival) 2013

💡 SOFTWARE

- Photoshop
- Indesign
- Illustrator
- Procreate
- After Effects
- TV Paint
- ToonBoom Harmony
- FinalCut Pro
- Maya

📁 WORK EXPERIENCE

• Tutorful 2019-2021

Tutor; fine art, animation and design

• ALT Animation 2020-2020

MA placement: concept art, character design and character animations

• Marketing Tech & Design 2018-2019

Graphic design, motion graphics and vis-dev



PROFILE & SKILLS

I am a Master's graduate of animation with a background in graphic design and illustration. I have advanced proficiency with the Adobe Creative Suite. I helped to develop creative brand solutions and managed multiple projects, creating videos and ad campaigns for a variety of clients through a combination of research and technical skills in animation and design. I also have several years of experience creating concepts, assets and character animations on internships and as a freelancer.

📷 @charliemation_art

📌 /charlie-maxwell-99882abb

TRAINING & EXPERIENCE

Cut-out Animation Training for Harmony

Remote training through Dog Ears Studio | October 2020

- Learning the fundamentals of digital cut-out animation using keyframes and animating cut-out puppets through instructor led exercises.
- Covered: introductory exercises and recurring production animation techniques such as cycles and interaction with props and paperless frame by frame animation.

Animation Foundations: Storyboarding

LinkedIn Learning with Dermot O' Connor | September 2020

- A guide to technique in storyboards covering how to illustrate the script, plan shots, demonstrate action, and maintain continuity between scenes..
- Covered: fundamentals and more, using a software-agnostic approach that combines theory with practical technique.

Production Assistant (Film docu-drama)

Boat Boy, independent project (Carlignford) | May 2017

- Transport of actors, crew and props as well as organising service areas and assisting in cooking and dining service.

Animation Intern 2D

SlackPress (Newry) | January 2016 - June 2016

- Character designs for Ring Of Gullion Tourist infomercial.
- Background design for Building Change Trust internal branding.

Animation Intern 3D

Digital Shoguns (London) | September 2015 - November 2015

- Character and creature animator on various projects.
- Resting animation for in game characters on 'Be-Bop and Friends'.
- Character interactions on a fight cut scene.

Runner

October Films (London) | February 2013

- Assisting in delivery of equipment around London and Dover whilst working as a runner on Rude Tube and Dispatches. Also helped in animal handling with dogs for Dispatches utilising prior experience working as kennel hand.

Stop-motion Training and Film Studies

Amma Centre creative learning (Armagh) | 2010-2012

- Evening classes studying a variety of film techniques and animation disciplines. Focussing on the pipeline process there was a clear structure in development from concept and script drafting up to editing a final film in Premier Pro.
- Covered: Storyboarding, claymation, paper stop-motion, green screen filming, background design and a variety of other elements integral to the creative filming process.