**Michael Hodkinson**

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Freelance Design Consultant & Digital Artist

A freelance artist with a passion for drawing and digital art. Has pursued an art-related career since graduating with a BA (hons) degree in Animation in 2013. Intuitive and imaginative when working with materials and designing on paper. A motivated team player with experience working in collaboration with others as well as independently. A warm and genuine personality, able to communicate effectively with co-workers. Currently working as Design Consultant for [inovoo](http://www.inovoo.com/en) GmbH and Artistic Director for [SuneX Games](http://www.sunex-games.de/) in Germany.

**Key Skills:**

* **MS Office, Photoshop, Flash, Toon Boom** and **GraphicsGale**
* **Storytelling** and **Creative Direction**
* **Drawing** and **Sketching**
* **Character Design**
* **Time Management** – work under the constraints of tight schedules and deadlines.
* **Freelance Design** and **Illustration** – produced commissioned artwork and personal projects.
* **Model Making** – construction of models and armatures for stop motion films.
* **Stop Motion Animation**
* **2D Animation**

**Awards:**

**Starpack - charity money box competition (2009)**

Won silver prize and attended the awards ceremony in London.

**Career History:**

**June - December 2007**

Retail work experience with SwinCity (a comic book shop in Swindon). This led on to designing a range of bespoke T-shirts for sale in SwinCity on the request of the shop owners. Involved the design of a selection of characters from a personal collection of sketches, for which I was paid to re-produce using Photoshop.

**Summer 2010**

Concentrated on developing animation skills in preparation for university. Completed three animated shorts using a variety of techniques and materials.

**June - September 2012**

Freelance role as UK reviewer of educational material led by Denver-based company Wordbank. The project involved sorting through large quantities of educational material and picking out detail for the purpose of localising and standardising it from home.

* Worked in collaboration with a team of linguists for the purpose of consistency throughout allocated work.
* Experience working as a team and independently
* Time management and self-discipline skills

**October 2013 – August 2014**

Independent video game development while working with the German company SuneX Games. Took on the role of Creative Director and Artist for the project and launched a [Kickstarter](https://www.kickstarter.com/projects/2023096568/snot?ref=nav_search) campaign.

* Practised and improved skills in digital artwork.
* Gained knowledge of the production of video games, as well as learning the practicality of launching a Kickstarter campaign.

**August 2014 – Present**

Bar work in a local pub while also focusing on freelance artwork for mobile games with Sunex Games in Germany as well as commissioned artwork.

* Experience Developing and releasing mobile games.
* Worked to meet deadlines and followed a Project Plan.

**Education and Qualifications:**

**The Arts University Bournemouth**

2010-2013

**New College, Swindon**

2008-2010 A levels

**Wootton Bassett School**

2003-2008 GCSEs

BA (hons) Animation Production

Art & Design: B, Graphic Design: A, Media Studies: C.

Art and Design: B, Product Design: B, Sociology: D, English: B, Media Studies: B, IT: Pass, IT Graphics: Pass, Science: C, Additional Science: C, Maths: C

**Other interests and hobbies:**

-Listening to and playing music; guitarist, bassist and learning sitar.

-Video games: enjoy playing and designing.

-Cycling, camping and exploring.

**Referees:**

Barbara Sealey, 33 Byron Avenue, Wootton Bassett SN4 8EY