

About Me

I'm a student of Design for Film and Television at NTU with a thirst for knowledge and a love for Art History. I adapt quickly to new working environments and have experience maintaining multiple high-priority deadlines. Available for work throughout summer 2023.

In every new project, I make it my goal to learn a brand new skill. Currently, I'm developing my work by bringing it into the web3 VR landscape so my designs can be explored in real time.

Education

Nottingham Trent University

(2022-present)

Design for Film and Television (Ba. Hons)

Hills Road Sixth Form College

(2020-2022)

Art (A*), History of Art (A*), Film Studies (A*)

Key Skills

- Model-making (White Card, SketchUp, Vectorworks)
- Concept art (V-Ray, Photoshop suite, TwinMotion)
- Technical drawing (Traditional, LayOut)
- Laser-cutting, 3D printing
- Experience working under a time crunch
- Time management for short deadlines

Experience

'Tomorrow Never Comes' (NFTS Short film)

(2023) (Art Department Assistant)

- Wallpapering, Tiling, painting, creating faux doorways
- Assisting production designer and cinematography department
- Prop buying / sourcing

'The Afterline' (Student film)

(2023) (Set designer)

- Set design using a custom scale
- Heavy machinery operation, laser-cutting, stop-motion set design

Into Film 'Youth Advisory Council'

(2021-2023)

- Interviewed industry lead Anne Mensah in December 2022
- Connected with likeminded film enthusiasts to discuss industry changes

BFI Academy Production Design Course with 'Calling The Shots'

(2022)

- Produced scale models of working sets (People Just Do Nothing)
- Technical Drawing
- Prop-making
- Concept work

BFI Academy Screenwriting Course with 'CTVS'

(2021)