

JAMES PARADISE

2D ANIMATOR

jamesparadise.co.uk

jamesparadise@hotmail.com

(+44) 7756 685986

Personal summary

I am a 2D animator, who loves to draw. My goal is to achieve appealing, high quality and believable animation.

Qualifications

BA (HONS) Animation (First Class) 2016-2019
University of the West of England, Bristol

Skills and expertise

- Strong 2D animation skills and thorough understanding of animation fundamentals
- Ability to draw characters accurately and on-model
- Toon Boom Harmony experience
- TVPaint experience
- Adobe Flash/animate experience
- Shotgun/Shotgrid experience
- Great Teamwork
- Good Communication skills and time management

Work

2D animator, GiggleBug

(Oct 2022 – Present)

Batfamily (series)

Rigged animation in Toon Boom Harmony for the spin-off series to Merry Little Batman. I worked in a team to produce high quality rigged animation on a fast-paced schedule. Action shots required hand-drawn rough animation, requiring drawing on-model, and solid drawing skills.

Merry Little Batman (feature film)

Hand-drawn rough animation in Toon Boom Harmony. My responsibilities involved creating high quality rough character animation, based on the animatic. I drew on-model and worked across a variety of characters. I worked in a team and addressed notes and feedback from the supervisor and director.

Tom and Jerry Time (series)

Hand-drawn and Rigged animation in Toon Boom Harmony.

Beast Boy: Lone Wolf (series)

Rigged animation in Toon Boom Harmony.

Super Duper Bunny League (series)

Rigged animation in Toon Boom Harmony.

2D animator, Fourth Wall Animation

June 2020 – Sep 2022

My job role involved creating high quality animation for the pre-school show *Milo*. I worked in a team, addressed notes and direction from a lead animator. I successfully worked mainly from home, due to the pandemic.

2D animator, Brown Bag films

August 2019 – March 2020

My job role involved creating high quality animation for the pre-school show *Powerbirds*. I worked in a team to achieve weekly deadlines and responded to animation notes accordingly from a lead animator. I Managed a daily quota of approximately 8 seconds a day using character rigs in Toon Boom Harmony.

Other experience

December 2020 – June 2021

(Anatomy of the Human Body online course)

I completed the Anatomy of the Human Body online course taught by Stan Prokopenko. The course covered all the most important bones and muscles of the human body. I had to complete an array of assignments, such as gesture drawing, focused on studying a specific muscle or bone.

July 9 – August 1, 2020

(Bridgman Figure-Drawing Bootcamp)

I attended the month-long Bridgman Figure-Drawing Bootcamp taught by Marshall Vandruff, which consisted of 3 seminars a week. The course focused on studying anatomy from the drawings of George Bridgman, in *Bridgman's Complete Guide to Drawing from Life*. I was given 2-3 assignments a week, such as studying, reproducing and reinterpreting Bridgman's anatomy and figure drawings.

May 2019

(Toon Boom Harmony training)

I took part in a training course taught by Nick Clackett which covered the basic and advanced tools in Toon Boom Harmony.

April – August 2018

(Study abroad 2018)

I Studied abroad for a semester in Japan, at Tokyo Zokei University. The biggest challenges faced were learning to communicate in another language and learning the customs of another culture.

References Available upon request