

About Me

I'm a diligent and focused Draughtsman with a background in filmmaking and photography, who enjoys practicing both 2D and 3D design. I value being able to produce drawings with both speed and efficiency, whilst being as thorough as possible and striving to maintain visual clarity, consistency and creativity when communicating any given design.

Art Department Experience & Skillset

- 2D technical draughting for scenic construction (orthographic plans, elevations, details, CNC files & breakdowns)
- 3D set design and modelling
- Scenic embellishing using CAD, digital vector based & pencil
- Stage marking out & location surveying
- White card modelmaking and core 3D printing skills

CAD & Software(s)

- Rhino 8.0
- Adobe Photoshop
- Procreate

Additional Experience & Skills

- **Technician Demonstrator & Scenic Carpentry**
Elliott Road Scenic Services - Arts University Bournemouth
(Set design, construction & workshop carpentry, facilitating small scale film, theatre & exhibition projects - 6 months)

References

- **Tim Blake** (Supervising Art Director)
- **Su Whitaker** (Senior Art Director)
- **Liam Georgensen** (Senior Art Director)
- **Katie Money** (Art Director)
- **James Spencer** (Art Director)

Education & Background

- BA (Hons) Film Production (Production Design)
Arts University Bournemouth Film School 2015 - 2018
- Foundation Diploma in Art & Design
University of the Arts London 2014
- Film, Photography, Product Design & History
A-Level / GCSE
- Qualified Parachutist
Round Canopy Parachuting Team

Film & TV Credits

'How To Train Your Dragon 2' *Motion Picture*
Universal Pictures - Sky Studios Elstree 2026

Draughtsman (Art Department)
Production Designer: **Chris Lowe** Supervising Art Director: **Tim Blake**

'Neuromancer' *Limited Series*
Skydance / Apple TV - Shinfield Studios 2025

Draughtsman (Art Department)
Production Designer: **Luke Hull** Supervising Art Director: **Daryn McLaughlan**

'Judy' *Motion Picture*
Warner Bros - Leavesden & Pinewood Studios 2024

Draughtsman (Art Department)
Production Designer: **Eugenio Caballero** Supervising Art Director: **Toby Britton**

'StarWars: Andor' Season 2 *Limited Series*
Lucasfilm - Pinewood & Longcross Studios 2022/23

Draughtsman (Art Department)
Production Designer: **Luke Hull** Supervising Art Director: **Toby Britton**

3D modelling & draughting for multiple Art Directors across both large & small scale environments & spaceships of various concepts.

'LOKi' Season 2 *Limited Series*
Marvel Studios - Pinewood Studios 2022

Junior Draughtsman (Art Department)
Production Designer: **Kasra Farahani** Supervising Art Director: **Tim Blake**

Draughting for various stage builds, comprising both sci-fi / fantasy and period designs

'Secret Invasion' *Limited Series*
Marvel Studios - Pinewood Studios 2021/22

Junior Draughtsman (Art Department)
Production Designer: **Frank Walsh** Supervising Art Director: **Tim Blake**

Tasked with creating multiple plans, elevations and details for a variety of stage builds and location elements.

'Suspicion' *Limited Series*
Apple TV - Ealing Studios 2019/21

Art Department Assistant
Production Designer: **Lisa Hall** Supervising Art Director: **Sion Clarke**

Responsible for co-ordinating action vehicles across a large scale, 8 episode drama thriller series, overseeing budget & schedule, in addition to facilitating the day to day needs of the art department.

'Sitting in Limbo' *Feature Film*
BBC One / LeftBank Pictures 2019

Art Department Assistant
Production Designer: **Stephen Campbell** Supervising Art Director: **Sion Clarke**

Completed various tasks including action vehicle co-ordinating, location surveying, construction drawing, painting, prop sourcing / dressing & facilitating the art department.