



2019 / CURRENT:

2d illustrator for '**Judge Dredd Crime Files**' game, published by **No Yetis Allowed** and **Rebellion Games** in 2019.
Plus, various freelance comics and illustration projects, including:
Penciller/inker/colorist and cover artist for the 100-page horror/satire graphic novel '**Stay Alive**', published by **Markosia** in 2020.
Cover artist for '**This disgusting Supermarket of Death**' horror prose anthology, also published by **Markosia** in 2020.
Comics commissions and cover recreations for private clients and commercial illustration projects via Upwork.
Currently creating all the full color art for a new graphic novel series (90 pages and counting so far); publication date and publisher TBA

2013/2018:

Freelance Illustrator. art and animations for **ischool** (interactive lessons for African schools); illustration commissions via the **CartoonStock** agency; comic-strip artist for various **FA Premier League** clubs including **Southampton** and **Newcastle Utd.** Ink Artist for **Transformers** for **IDW Comics**.

2011/2012:

2D Artist/Animator for **CURVE STUDIOS**, London, producing level art and animations for **HYDROVENTURE: SPIN CYCLE** (Nintendo 3DS, 2012)

2010/2011:

Concept & 2D artist, for **ASYLUM ENTERTAINMENT**, London, illustrating back screens and environments for **DOCTOR WHO: EVACUATION EARTH** (Nintendo DS 2010) and **GUI artist** for **DOCTOR WHO: RETURN TO EARTH** (Nintendo Wii 2010).

2006/2009:

Concept Artist for **KUJU ENTERTAINMENT**, Brighton, (a.k.a. **ZOE MODE**), responsible for pitches, pre-game concepts, and full-game art (environments, storyboards, character design, UI and loading screens), using Photoshop.

Published games:

Lead Concept Artist: **EYETOY PLAY/HERO**, for **Sony London Studios** (2008), on PS2.

Sole Concept Artist: **EYETOY PLAY/ASTRO ZOO** for **Sony London Studios** (2007) on PS2.

Unpublished:

Concept Artist: **VIRTUAL AIR GUITAR**, for **Warner Music** on Sony PS3 (2009).

Assists:

Rock Revolution(Komami), 2008) plus pitch and pre-game concepts, including **Justice League** and **Footloose**.

2001/2006:

Concept Artist for **BLITZ GAMES** and **VOLATILE GAMES**, Leamington Spa, responsible for game art (environments, storyboards, character design, UI and loading screens) pitches, pre-game concepts, using Photoshop and Xara.

Published games:

Concept Artist: **SPONGEBOB SQUAREPANTS: CREATURE FROM THE KRUSTY KRAB** (2006) on PS2 and Wii for **Nickelodeon/THQ**.

Sole Concept Artist: **RESERVOIR DOGS** (2006) on PS2 and XBOX for **Eidos/Lions Gate**.

Sole Concept Artist: **BARBIE HORSERIDING ADVENTURES** (2003) on PS2 and XBOX, for **Mattel/Knowledge Adventure**.

Assists:

PAC MAN WORLD 3 (Namco and EA Games), 2005 and **BAD BOYS II** (Empire), 2004, plus pitch and concepts for **MTV Get Lucky**, **Sin City**, **Teen Titans**, **Looney Toons** and **Barbie Secret Agent**.

2000/2001:

Writer/Artist/2D Animator for **Sony/Indimi** producing e-mailable greetings and viral marketing for clients including **WARNER BROS**(SCOOBY-DOO) and **THE AMERICAN CANCER SOCIETY**, using Pro-Motion, Photoshop and Flash.

1987/2000:

Professional Comic Artist, working for the following publishers:

Marvel Comics (USA):

WEB OF SPIDER-MAN (1993/94), **SPIDER-MAN 2099** (1994/96), **SPIDER-MAN:ARACHNIS PROJECT** (1994), **X-MEN** (Movie spin-off) (2000), **THE ADVENTURES OF SNAKE PLISSKEN** (1996), **GAMBIT/NIGHT MAN** (1996), **THE BLACK CAT** (1994), **G.I. JOE** (1992/93), **CAPTAIN PLANET** (1992), **TRANSFORMERS** (1990/91)and **SLEEZE BROTHERS** (1990/93)

DC Comics (USA):

JUSTICE LEAGUE OF AMERICA (2000), **GREEN LANTERN** (2000) and **HITCHHIKERS' GUIDE TO THE GALAXY** (1992)

Panini Comics/Marvel UK:

MARVEL RAMPAGE (2003/05), **TRANSFORMERS ARMADA** (2002), **ACTION MAN** (1999/2000), **THOMAS THE TANK ENGINE & FRIENDS** (1995/98), **GENE DOGS** (1995), **CASPER & FRIENDS** (1995), **REAL GHOSTBUSTERS** (1989/93), **DOCTOR WHO** (1992), **THUNDERCATS** (1987/89), and **TRANSFORMERS** (1987/93).

Egmont Fleetway:

2000 A.D., (1998/2000) **JUDGE D REDD**THE MEGAZINE (1998/2000) and **Judge Dredd Yearbooks** (1990/93).

DC Thomson:

THE BEANO (1998/2000)

Malibu Ultraverse:

EXILES, **NECROMANTRA**, **RUNE**, **ULTRAFORCE**, **NIGHT MAN**

Topps:

RAY BRADBURY'S TALES OF TERROR

Newsstand/Just:

POWER RANGERS, **SCOOBY-DOO**, **Flintstones** and **Yogi Bear**.

ADVERTISING:

'**I've Got The Power**', national press and poster campaign (1992) for **BRITISH TELECOM**.

MEDIA INTERVIEWS AND PUBLIC SPEAKING:

TV: **BBC News 24**(1999).

Radio: **PHILL JUPITUS** Drive-Time, **GREATER LONDON RADIO** (1999).

EDUCATION:

BA (Hons) in Fine Art (Painting), **LEICESTER DE MONTFORD UNIVERSITY**.

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