



Prop and Model Maker

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An enthusiastic, creative prop and model maker with considerable amounts of skill in the commercial and film industries. With three years experience in the areas of prop design, set design, set making, 3D character creation, development, stop-motion animation and furniture making. A conscientious team player with good communication skills, a strong understanding of the production process and a well developed sense of humour. Has a love for all things creative, including music, theatre and art and is keen to apply this to the job at hand.

Key Skills

Prop design and creation - highly innovative with ideas and execution of prop making, good with most machine and hand tools with experience working on large projects with a team.

Character creation - well developed skills in armature creation, the sculpting of plasticine, silicone, expandable foam and epoxy putty.

Set design - Working from a clients designs or drawing designs to a specific specification.

Set building - Confident with building elaborate, yet very practical sets from small to large scale.

Painting - Experience in hand painting, colour blending, colour match and airbrushing.

Character development - very observant with humans and animals, managing to gather a personality and body movements in order to develop strong believable characters.

Storyboarding - able to clearly depict the narrative of a project through drawn form, showing well paced images and character expression.

Computer literate - in basic and advanced programs. Trained in Photoshop, Illustrator, and Dragon Stop motion. Knowledge in Final Cut, After Effects, InDesign and Flash.

Model animation - experience in bringing objects to life. Photographing on singles and doubles with a digital SLR and Dragon Stop-motion. Animating between 7-10 seconds of animation a day.

Career History

Self Employed Prop and model maker (November 2012 - present)

Notable Projects

Unknown Mortal Orchestra | Becky and Joe | Prop maker

Creating props for a live action music video using puppets and scaled props made from wood.

Fionnuala | Johnny Kelly | Art Department

Creating Props for the opening title sequence of a puppet documentary

James Burleigh (April 2012 - November 2012) - creating batch produced furniture of a high standard for the contract market

Self Employed Prop and model maker (July 2010 - April 2012) -

Notable Projects

Cartoon Network | Clapham Road Studios | Art Department

One man art department for Cartoon Network idents. This involved designing the characters and their functions, creating silicone moulds, prototyping, creating robust armatures, detailed props including a partly working miniature replica of a set of Technics 1210MK2 DJ decks, along with the 3 final models themselves made from silicone with air brushed detail and the set which included scaled lighting, scaffold, floorboards and speakers.

Peugeot | Blink Ink | Prop and Set making

For a commercial directed by Joseph Mann, which was mostly made from, or had the illusion of being made from card. The set itself was an MDF structure covered in card. The creation of hundreds of multiple replacement props which each was a manipulated duplicate of the last.

Chipotle | Nexus Productions | Model Maker and Puppet Maintenance

A 2 minute infotainment commercial, directed by Johnny Kelly. This was a continued job from working at Artem where props continued to be made and the existing ones maintained. The creation of silicone moulds for batch production of props, and then the clean up and hand painting of each individual model.

Other Projects

Artem - Creating models and props for a stop-motion commercial directed by Johnny Kelly to promote 'Chipotle - Back to the start'.

Nexus Productions - Creating hamster sized props for a Netflix commercial

Kev Walton - creating a series of replacement mouths to be placed on to inanimate objects

Alan Johnson Furniture Ltd - Creating batch produced furniture of a high standard for the contract market

Cross Street Studios - Assisting the AD on a live action shoot for a Persil commercial.

Maverick Media - Animating props for the 'Little Big Planet 2' console game commercial directed by Maggie Rogers

Annex films - Animators assistant for a stop-motion animation music video

cross street studios - Creating props and assisting the art director in a live action shoot for an Alpro soya commercial.

Artem - Full sized prop making for feature film 'X-MEN First Class'

Further Experience

Prop and set building for a commercial advertising the company T.I.E which is a charity organisation. The commercial was directed by Joseph Mann at Blink Ink.

Work placement at Nexus productions working with Celyn Brazier and Johnny Kelly on the development of innovative animation techniques.

Collaborations on small productions of short films with other up and coming animators

Animation workshops, teaching college students about stop-motion animation

Commissioned illustration projects for theatre and lighting companies (QGL Lighting and

Regarding Eve Theatre Company)

Education and Qualifications

University of Plymouth

BA (Hons) Art and Design

2:1 (2007 - 2010)

Estover Community College

Art and Design Foundation Diploma

Distinction (2006 - 2007)

Additional Information

● Amateur Actor, Featured in Tim Burton's Alice in Wonderland

● Always recording ideas for characters and stories in a sketchbook

● Constantly experimenting with materials to test practicality and stop motion techniques, finding out new ways of executing difficult tasks

● Full clean Driving Licence

Other interests - Green wood working, comedy, story telling, travelling, human observation, animals, sailing, kayaking, music, Swimming, hiking and Lego.

References available on request.