

CHRISTINE AXWORTHY

visual development artist
+ story artist



CONTACT

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Portfolio Site

www.christineaxworthy.com



BIO

Hello! I'm a visual development artist here in Los Angeles, and I've been working freelance in a variety of different styles on projects for tv and feature. I come from a traditional painting background, I went to animation school to learn design and story, and I love creating character, comedy, and designing lived in worlds. I'm available for full-time or freelance and I'd love to be a part of your team!

EDUCATION

Concept Design Academy
Cinematic Storyboarding - Jay Oliva
Pasadena, CA / 2020

Savannah College of Art and Design
M.F.A. - Animation
Savannah, GA / 2016 - 2018

Sint Lukas University
Illustration and Sequential Arts
Brussels, Belgium / 2013 - 2014

Western Washington University
B.A. and B.F.A. - Fine Arts - Painting/Drawing
Bellingham, WA / 2007 - 2012

SKILLS

Visual Development

- Character Exploration + Turns
- Designs for 3D
- Background Design
- Location Design
- Background Painting
- Illustration
- Prop Design
- Color Styling
- Quick Exploration Sketches

SOFT SKILLS

- Loves collaboration
- Quick to adapt style
- Extremely communicative
- Thrives under tight deadlines
- Excellent at listening to and executing feedback
- Friendly and easy to be around
- Handles stress exceptionally well
- A supportive teammate who is always ready to help out and go the extra mile

SOFTWARE

- Adobe Photoshop
- ClipStudio
- FileMaker
- Outlook
- ToonBoom Storyboard Pro
- Maya
- Adobe InDesign + Illustrator
- Microsoft Word + PowerPoint

EXPERIENCE

Visual Development Artist - Character - Tom Cat Spot Ad - Freelance
Something's Awry Productions / Kennet Square, PA / 08/2021 - Present

- Working from pitch packet with team to quickly develop mouse characters for an ad pitch
- Combining references and styles to world build and create commercials key style for 3D characters

Location and Background Designer -Tv Project in Development - Freelance
Stoopid Buddy Stoodios / Los Angeles, CA / 06/2021 - Present

- Working from storyboards with leads on show to create backgrounds that capture the feel of the environment, town, and world, as we move towards creating an animated pitch
- Combining references and styles to world build and create show's key style
- Linework and black and white designs + and Color

Illustrator - For "Litty" Story App - "Lock and Son" - Freelance Artist -
Shadow Interactive / Los Angeles, CA / 12/2020 - Present

- Doing character designs and concepts, working with team and writer to capture look
- Creating special poses and illustrations for dialogue scenes in story
- Reading brief and chapter, sketching out rough layouts for review
- Creating full background paintings for characters and reuse for future illustrations

Visual Development Artist - For TV Projects in Development - Freelance Artist
ShadowMachine / Los Angeles, CA / 05/2020 - 12/2020

- Developing character concepts to help find the style of a show in development
- Creating location designs and illustrations to pitch concept of show
- Updating past location concepts, workshoping new concepts, and doing clean-ups and redesigns

Visual Development Artist - For Animated Feature and TV Projects in Development
Gas Money Pictures / Burbank, CA / 03/2020 - 12/2020

- Working in a variety of styles developing characters, backgrounds, and props, for feature and TV
- Creating rough concepts through to completed designs, turns, and illustrations
- Updating past concepts, workshoping new concepts, and doing clean-ups and redesigns
- Animation clean-up and color

Production Assistant Intern - "Rise of the Teenage Mutant Ninja Turtles"
Nickelodeon Animation / Burbank, CA / Fall + Spring 2018 - 2019

- Managed assets on the server - Organizing, updating, and sending out reference packs
- Updated FileMaker and assigned tasks/coordinated deadlines and assignments for artists
- Attended classes lead by Nickelodeon artists and staff and volunteered with Community Outreach Program at local schools and hospitals