

Able to work across Europe and the UK visa-free.

ILLUSTRATOR, ASSISTANT GRAPHIC DESIGNER, CONCEPT, VIS DEV & BACKGROUND ARTIST
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SKILLS:

- Concept Art: Environment Prop Character Costume Location
- Illustration
- Graphic Design: Period & Modern
- Running & General Assistance
- Layout Design

Software:

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Procreate
- Basic knowledge of Blender, Z Brush, SketchUP & Rhino

I also can do:

- 3D Modelling
- Drafting
- Scenic Art
- Storyboarding
- Background Painting

Other:

- Bilingual: Fluent in Italian & English
- Full Driving Licence and access to a Car

EDUCATION:

Norwich University of the Arts, Norwich;
BA (Hons) Illustration

ScreenSkills Trainee
22 - 23

Further Relevant Training:

- Zac Retz; Advanced Color Workshop
- Schoolism; Environment design with Nathan Fowkes
- Escape studios London; Storyboarding and Pre visualisation Workshop
- Luke Whitelock; Set Design and Construction drawings using Sketchup and Layout
- Schoolism; Fundamentals of Character Design with Stephen Silver
- Rainbow Academy; ZBrush Sculpting

EXPERIENCE:

Mudlarkers - S6 (CODENAME) - Assistant Graphic Designer (DISNEY)

2026. Production Designer: Patrick Howe. Supervising Art Director: Adam A Makin

Project Temple - S1 (CODENAME) - Illustrator (AMAZON MGM)

2025 - 2026. Graphic Designer: Florence Tasker

Mobland - S2 - Illustrator (PARAMOUNT)

Created a series of cartoon character drawings and caricatures.

2026. Graphic Designer: Nadine Kissack

New Earth, 2D animated series pilot - Background Layout Artist

I am volunteering on this project as a layout artist in my free time alongside my regular work.

2025 - 2026.

Ben & Jerry's - Sign Painter

Hand-painted a sign for an advertising campaign.

2025. Art Director: Ariane Elfen

The Roots Manoeuvre - Concept Artist (AMAZON MGM)

I was commissioned to produce concept art to aid in the design and realisation of a prop.

2025. Art Director: Ciara Littler

Hijack - S2 - Graphics Assistant & additional Concept Art (APPLE TV)

In this role besides producing Graphics, I was also involved within the GFX department organisation tasks (such as ordering material, organising digital folders and in-house material, scheduling deliveries and making collections). I also produced a couple of additional concept art pieces for a prop and a background.

2024. Production Designer: Dominic Roberts

Silo - S2 - Illustrator (APPLE TV)

I was commissioned to produce an illustration for a Graphic Prop.

2024. Graphic Designer: Lizzy Butler

Graphics Union - Admin Assistant

I was involved in the inner workings of the Union, lending support to various administrative tasks.

2023. Supervisors: Florence Tasker & Camise Oldfield

Crop Circle 3 - a film by Nines - Illustrator

I produced a few illustrations under a tight deadline.

2023. Director: Nines. Art Director: Shakeelah Archibald

Ghostbusters: Frozen Empire - SFX Trainee (SONY)

I participated in the different phases of developing, making, painting and finally dressing on set a variety of props/SFX gags. I also assisted my team by scheduling deliveries of the materials needed, set dressing and standby on set while shooting.

2023. Art Directors I worked with: Luke Whitelock & Tom Weaving. SFX Supervisor: John Van Der Pool

The Chelsea Detective - S2 - Graphics Trainee (BBC, EXPECTATION & ACORN TV)

I further developed my skills as a Graphic Designer as well as Art Department Assistant by producing graphic props, illustrations and photoshoots of the cast according to the script breakdown. I also assisted/did running duties for the whole team.

2022 - 2023. Art Director: Peter Nation Grainger. Line Producer: Cleare Pearce

Poculum - Pitch Pack - Concept Artist

I was commissioned by Michelle to produce a piece of concept art for a pitch pack to help sell her new tv series to producers.

2022. Producer & Writer: Michelle Wraight

History of a Pleasure Seeker - Pilot - Graphics Trainee & additional Concept Art (DISNEY & HULU)

In this role, I assisted the Lead Graphic Designer and Production Designer by producing period drama graphic props as well as additional Concept Art, doing research, organising digital folders & compiling clearance lists.

2022. Production Designer: Nicole Northridge. Graphic Designer: Rebecca Rose Carey

The Little Mermaid - Junior Concept Artist (DISNEY)

I worked on a concept art used as background for one of the movie's scenes. By following specific style guidelines, working closely with the art director and receiving feedback during the process, I implemented changes as required and prioritised my tasks effectively to deliver my work quickly and to a high standard.

2021. Art Director I worked with: Vicki Stevenson. Supervising Art Director: Niall Moroney

Curveball media - Animation Intern

The studio tasked me with producing a short animated commercial. This allowed me to gain a better understanding of the inner workings of an animation/commercials production company and develop basic skills with animation software such as Adobe Premiere Pro and Cinema 4D.

2018