

# Paul Joseph Nicholson

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## ABOUT

I am a character and prop designer with experience in TV and Streaming series animation production.

## EXPERIENCE

### **Eric Miller Animation : May 2022 to December 2022 and March 2023 to present Freelance Character Designer**

Currently designing characters for a pitch bible for a new family animated show. Duties include designing sketch concepts, refining ideas based on client feedback and developing final colour character ideas for inclusion into the pitch bible.

### **Nexus : September to October 2022 Character and Prop Designer**

Designed characters and props for an animated advertisement for Orange Romania. Duties included designing characters, props, producing turnarounds of key assets and completing colour paintings of the key characters.

### **Tiger Aspect Animation : July to August 2021 and September 2021 to July 2022 Animation Designer, 2D Rigger and Layout Artist - Corpse Talk - YouTube Kids**

Duties included designing and rigging props and backgrounds in Photoshop, Illustrator and CelAction. Laying out scenes ready for animation teams to start animating and producing concepts and ideas for promotional material for show launch.

### **UNIT Film and TV : March to May 2021 Character Designer - Dance Monsters - Netflix**

Designed characters for family entertainment show, Dance Monsters. Duties included developing initial character concepts for the show, refining chosen ideas to fit show style and producing character turns and expression sheets for the 3D team to produce final models and rigs for the show.

### **Moonbug Entertainment Ltd : February 2021 to March 2021 Character Designer - Buster Saves Christmas - YouTube kids**

Designed characters for this preschool holiday special for YouTube. Duties included designing four new characters, producing character turns, pose sheets and facial expression sheets for new and existing characters.

### **Mystery Q/BlinkInk/Netflix : March 2020 to August 2020 Character Designer - DeadEnd: Paranormal Park**

Designed characters for Netflix kids show DeadEnd: Paranormal Park. Duties included developing concepts of show characters through to full turnaround; producing full turnarounds of characters ready for riggers to construct rigs for animation; developing expression sheets and

lip sync charts for key characters. Other duties included clean up, character redress and character recolour. Worked in Photoshop and ToonBoom Harmony.

**Tiger Aspect Animation : June 2018 to March 2019**  
**Animation Designer - Mr Bean the Animated Series**

Designed and rigged characters, props and backgrounds for this popular animated series using Illustrator and Photoshop. Laid out scenes ready for animation in CelAction.

**EDUCATION**

**CGMA - April 2019 to September 2023**

Character Design Mentorship - Taught by Sang Jun Lee  
Character Design for Production - Taught by Nate Wragg  
Art Direction for Character Designers - Taught by Nate Wragg  
Advanced Character Design Mentorship - Taught by Bill Schwab

**Central Saint Martins College of Arts and Design - September 2012 to July 2014**  
MA Character Animation - Distinction

**VOLUNTEERING**

Between 2012 and 2018, I volunteered at the Cartoon Museum in London, greeting visitors, helping set up displays, cataloguing the library collection and assisting in cartooning and animation workshops.

From 2015 onwards I have been an animation mentor for a chosen student on the MA Character Animation course at Central Saint Martins, providing feedback on their work and giving them guidance in their coursework.

**REFERENCES**

Oliver Brown  
Blue Zoo  
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Dan Kelby  
Freelance Character Designer  
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