

Paul Joseph Nicholson

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ABOUT

I am a Character Designer with experience in TV and streaming animation.

RECENT EXPERIENCE

Nexus - September to October 2022

Character and Prop Designer

Designed characters and props for an animated advertisement for Orange Romania.

Duties included designing the characters, producing turnarounds and completing colour paintings of the key characters

Tiger Aspect Animation - July to August 2021 and September 2021 to July 2022

Designer, Layout Artist and Rigger - Corpse Talk - YouTube Kids

Designed and rigged characters, props and backgrounds and laid out scenes ready for animation. Duties included

- Breaking down Illustrator files into animatable elements ready for the rigging process.
- Designing and rigging characters, props and backgrounds in Illustrator
- Laying out scenes ready for animation teams to start animating
- Produced 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 Dance Monsters, a forthcoming family show for Netflix. Duties included

- Developing initial character concepts for the show
- Refining chosen ideas and developing final look of characters
- Producing character turns and expressions 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

Designed characters for Buster Saves Christmas, a preschool holiday special for YouTube.

Duties included designing four new characters, producing character turns, pose sheets and expression sheets for new and existing characters.

Mystery Q/BlinkInk/Netflix - March 2020 to August 2020

Character Designer - Deadend: Paranormal Park

Designed characters for the forthcoming Netflix animated show Deadend: Paranormal Park

Duties included

- Developing concepts of show characters through to full turnaround
- Produced full turnarounds of characters ready for riggers to construct rigs for animation
- Produced 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, and laying out scenes ready for animation in CelAction.

EDUCATION

CGMA - April 2019 to April 2020

Character Design Mentorship - With Sang Jun Lee

Character Design for Production - With Nate Wragg

Art Direction for Character Designers - With Nate Wragg

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 to present 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
Tiger Aspect Animation
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Dan Kelby
Freelance Character Designer
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