Changemakers:
Building your own personal brand

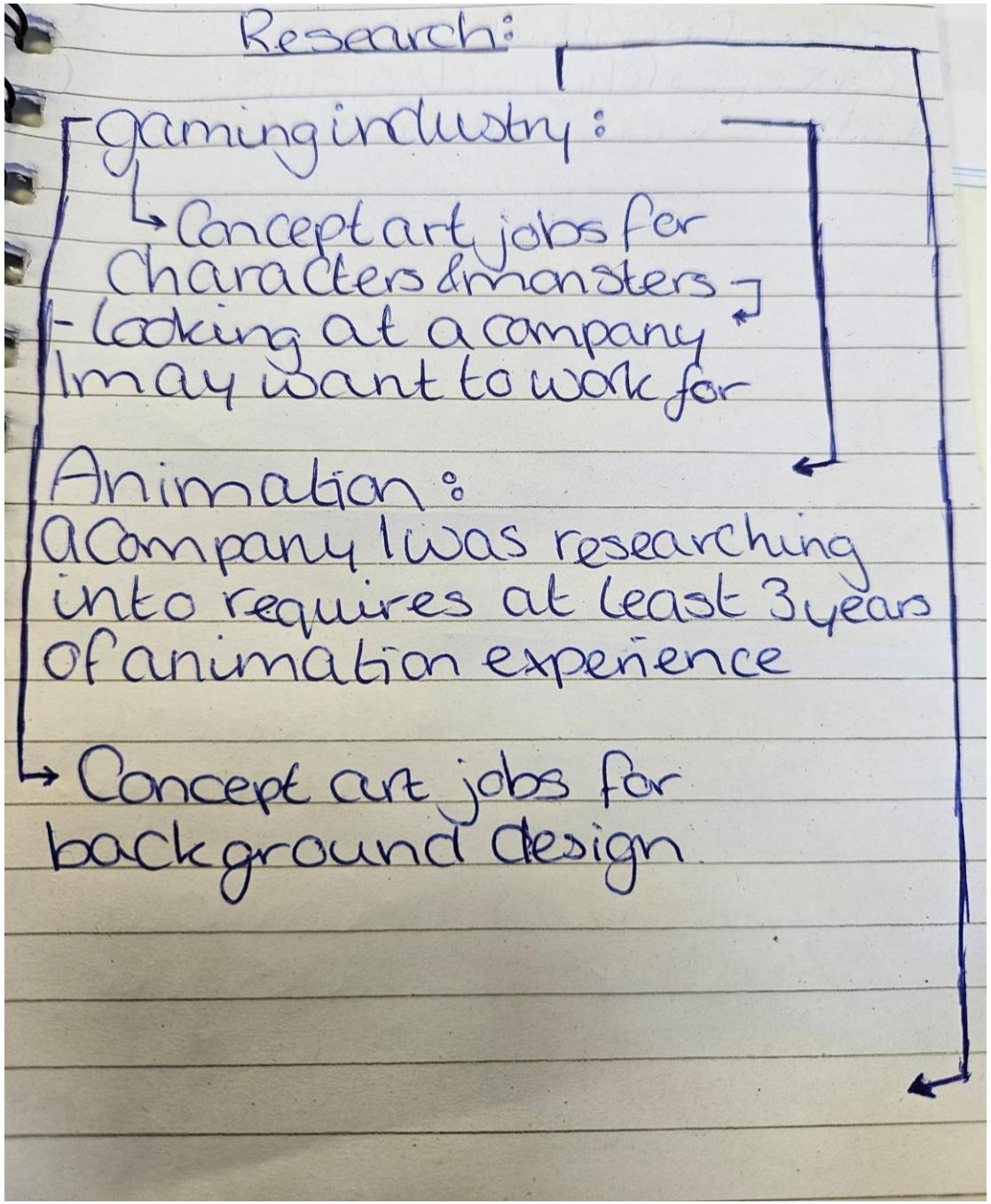
Assignment 2

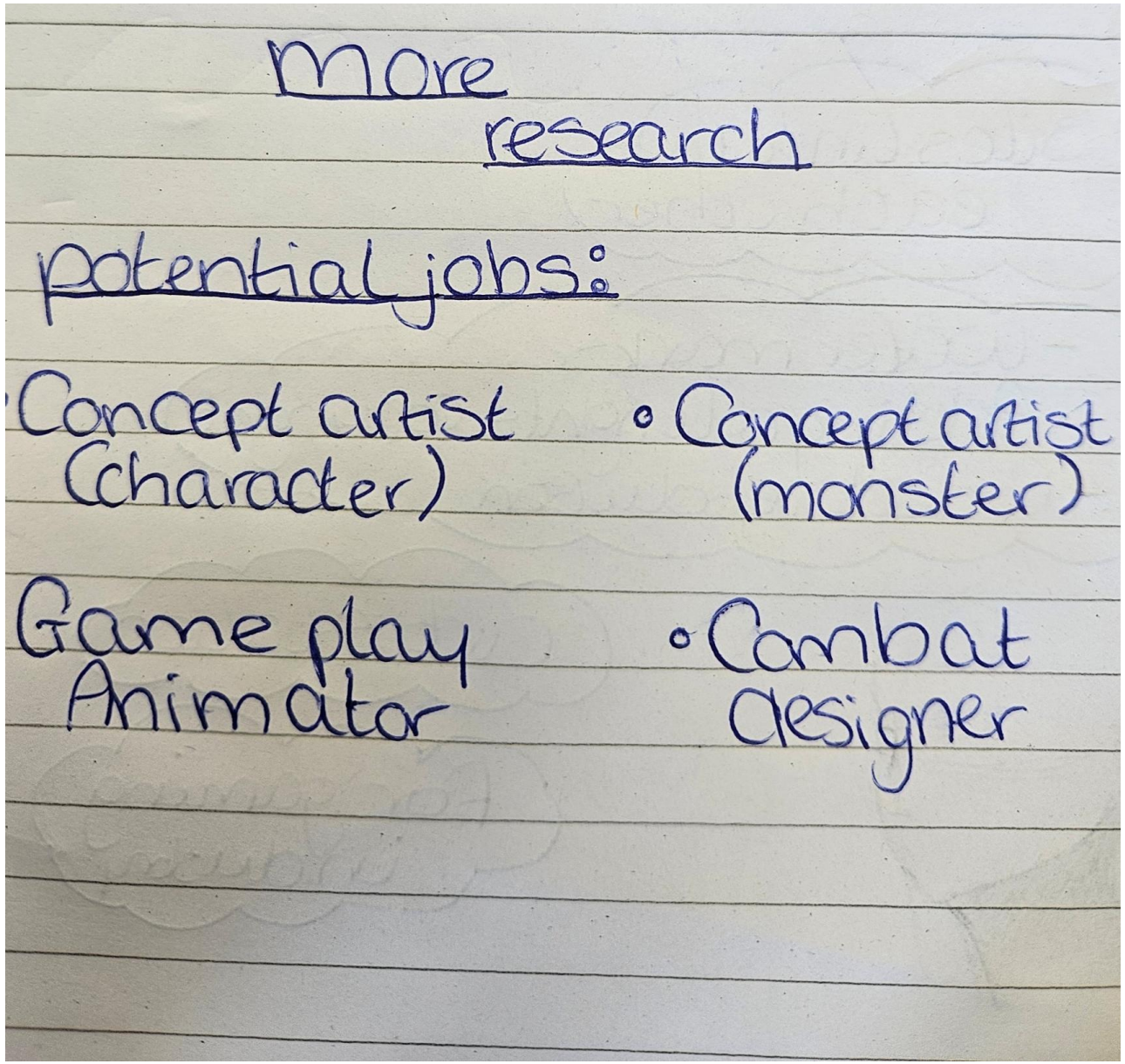
Laura Woodfin
2404218

Module: (ADVA 5001)

Research:

I started off my research by writing down what I know about the gaming industry. This helps me as it allows me to see what skills I would need for those specific jobs and what I can work on and strive to improve to able to get one of these jobs.





These were just some jobs I found based on a company's website that I have researched.

It’s a game company that I been aware of for a few years and it’s a company that I have seen their games and have been really inspired by.

The job descriptions from the company on the next few slides below.

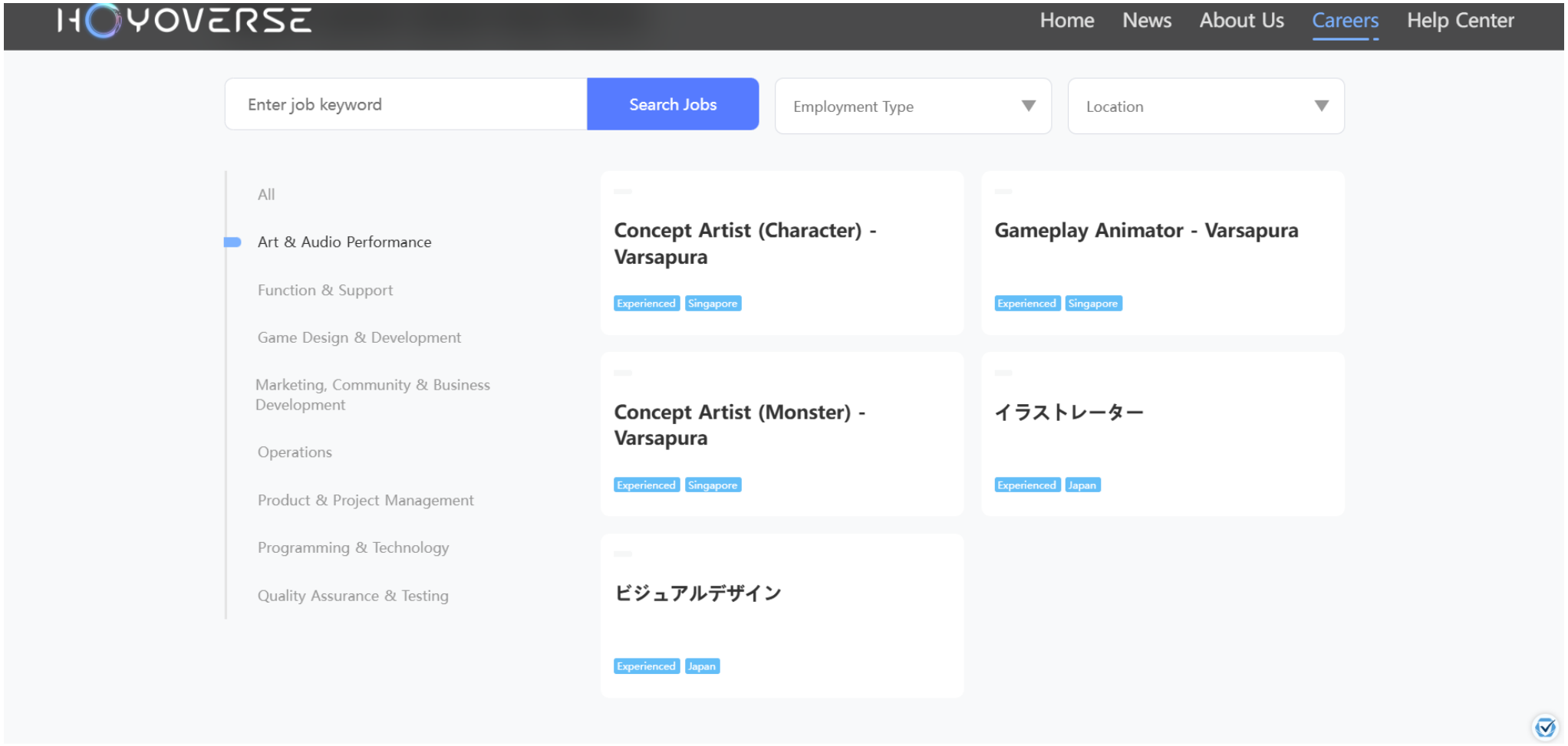
HoYoverse jobs:

[Extraordinary starts with you! | HoYoverse]

I started looking into Hoyoverse.

This is the company I was discussing above.

On the next couple of slides are the in depth look at each of these categories I am looking at.



Job Application for Concept Artist (Character) - Varsapura at HoYoverse

Concept Artist (Character) - Varsapura

Apply

Singapore

What You Will Do:

1. Design compelling, original characters that align with the game's artistic direction and narrative.
2. Maintain stylistic consistency across all character assets, adhering to project guidelines.
3. Iterate on designs based on user feedback, gameplay needs, and technical constraints.
4. Own the character design pipeline—
from initial sketches to final model sheets (turnarounds, expressions, costumes)—ensuring production-ready quality.
5. Collaborate with 3D modelers, animators, and other teams to ensure faithful representation of characters in-game.

What You Will Need:

1. Strong artistic sense with a keen eye for modern fashion, silhouette, and visual storytelling.
2. Broad cultural knowledge (film, games, folklore) to inspire unique, resonant designs.
3. Self-driven learner with excellent teamwork and communication skills.
4. Passion for gaming and familiarity with industry trends; experience playing miHoYo titles is a plus.
5. User-centric mindset—ability to translate player expectations into engaging designs.

Portfolio submission required. Please attach your portfolio on your resume, or provide links to your personal homep

Job Application for Gameplay Animator - Varsapura at HoYoverse

Gameplay Animator - Varsapura

Apply

Singapore

What You Will Do:

1. Independently design and produce a complete set of animations (including 3C and combat) for realistic-style characters and creatures.
2. Collaborate with other departments to ensure that character and creature animations achieve AAA quality in the final game.
3. Work closely with relevant teams to refine and iterate on animation design guidelines, artistic direction, and production pipelines.

What You Will Need:

1. Minimum of 5 years of experience in game development, with solid animation design skills and strong hand-key animation capability.
2. Extensive experience in realistic-style animation or film-related design; experience in AAA game development is a plus.
3. Strong design and learning abilities, with a keen eye for animation performance in top-tier AAA games.
4. Solid understanding of dynamic anatomy and experience in creating well-constructed poses.
5. Familiarity with Unreal Engine; experience with animation-related engine tools or technical workflows is a plus.
6. Excellent communication skills and strong team spirit.
7. Experience in motion capture and actor performance direction is preferred.

Portfolio submission required. Please attach your portfolio on your resume, or provide links to your personal homepage on platforms like ArtStation,Pixiv, or Behance. Please ensure your portfolio showcases character design range (style, costumes, expressions).

Job Application for Concept Artist (Monster) - Varsapura at HoYoverse

Concept Artist (Monster) - Varsapura

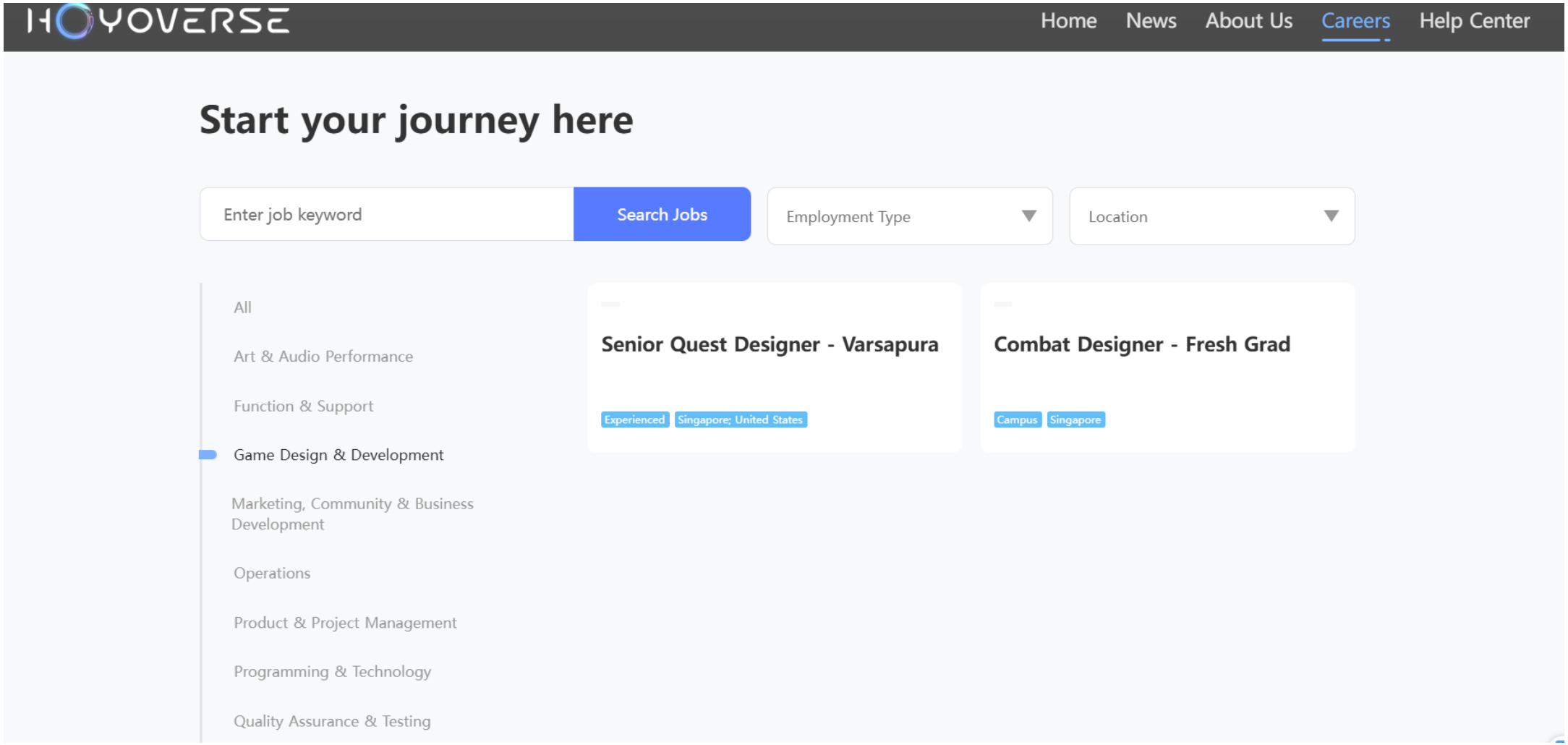
Apply

Singapore

What You Will Do:
1. Design original, high-quality monsters (humanoid and non-humanoid) for miHoYo's games, from concept to final in-game implementation.
2. Support pre-production R&D by creating monster concepts, animations, and creature variations.
3. Lead the artistic pipeline—develop concept art, three-view turnaround drawings, and provide feedback on 3D models, animations, and VFX.
4. Ensure artistic consistency across all monster assets by defining style guides and quality standards.
5. Adapt designs based on gameplay needs, technical constraints, and player feedback.
6. Mentor and guide junior artists, ensuring team output meets project vision.

What You Will Need:
1. 2+ years of professional experience in creature/monster design for games (portfolio required).
2. Strong artistic foundation in anatomy, form, and color theory, with the ability to merge realism and stylized aesth
3. Proficient in digital art tools like Photoshop, Clip Studio Paint, or SAI.
4. Passionate about games, with a deep understanding of creature design in gameplay contexts.
5. Self-motivated, adaptable, and collaborative, with strong communication skills.
6. Highly organized, detail-oriented, and able to meet production deadlines.

Portfolio submission required. Please attach your portfolio on your resume, or provide links to your personal homep



[Extraordinary starts with you! | HoYoverse]

These are some more jobs that I saw on their careers page that intrigued me and the next slide is the in depth look at what they want for the combat design job.

I only looked into that one as I felt that the other job wasn't really what I wanted to go into.

Job Application for Combat Designer at HoYoverse

Combat Designer

Singapore

Apply

What You Will Do:

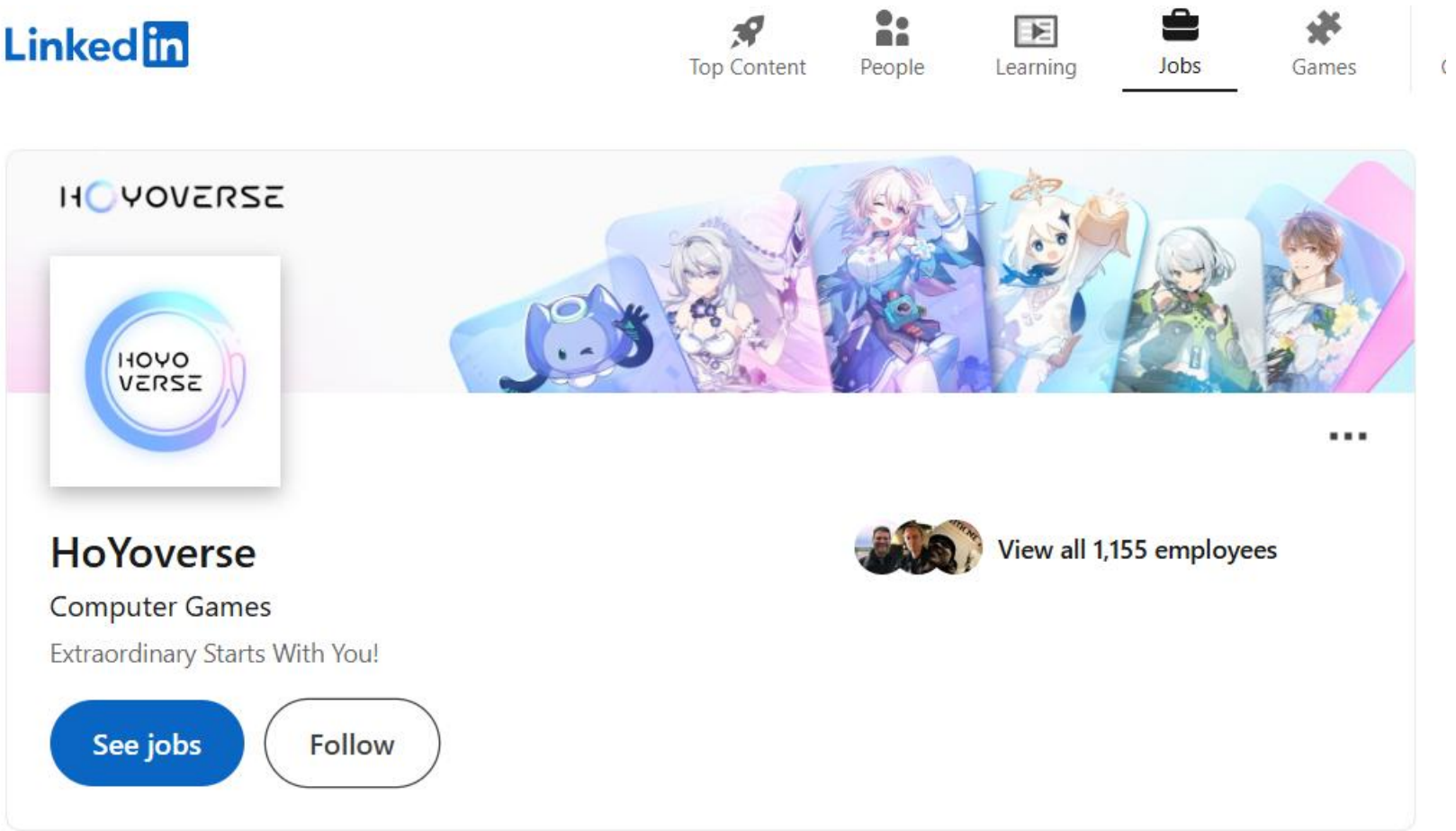
- Design and produce characters or monsters, covering gameplay aspects, skills, AI, artistic performance, and ecological attributes.
- Foster open communication with fellow game designers and artists to synchronize numerical design, layout, level gameplay, and artistic performance. Through this collaborative process, identify new production pipeline requests, and follow up on their development progress.
- Identify requests for new mechanisms and functions during game production; collaborate closely with programmers to determine solutions and follow up on their development status.

What We Are Looking For:

- Passion for games with extensive player experience across a variety of genres, including action games, open-world games, RPGs, and more. Possess a deep understanding of game combat mechanics.
- Proficient in at least one commercial game engine with the capability to independently create simple prototypes.

Bonus Points:

- Experience in Unity development and a programming or technical foundation for understanding code.
- Experience in creating game demos.



Here is HoYoverse on linked in.

Senior Quest Designer - Varsapura

HoYoverse

Los Angeles, CA

$80,000.00 - $150,000.00

4 days ago

Combat Designer

HoYoverse

Singapore, Singapore

4 days ago

HoYoverse: Jobs | LinkedIn

Senior Quest Designer - Varsapura

HoYoverse

Los Angeles, CA

Be an early applicant

4 days ago

Senior Quest Designer - Varsapura

HoYoverse

Singapore, Singapore

Be an early applicant

3 weeks ago

Senior Quest Designer - Varsapura

HoYoverse · Los Angeles, CA

4 days ago · Be among the first 25 applicants



See who HoYoverse has hired for this role

Apply

Save

Senior Quest Designer - Varsapura

HoYoverse · Singapore, Singapore

3 weeks ago · Be among the first 25 applicants



See who HoYoverse has hired for this role

Apply

Save

Combat Designer

HoYoverse

Singapore, Singapore

Actively Hiring

4 days ago

Combat Designer

HoYoverse · Singapore, Singapore

4 days ago · 25 applicants



See who HoYoverse has hired for this role

Apply

Save

Game Operations Specialist (Honkai: Star Rail)

HoYoverse

Singapore, Singapore

Actively Hiring

4 days ago

Game Operations Specialist (Honkai: Star Rail)

HoYoverse · Singapore, Singapore

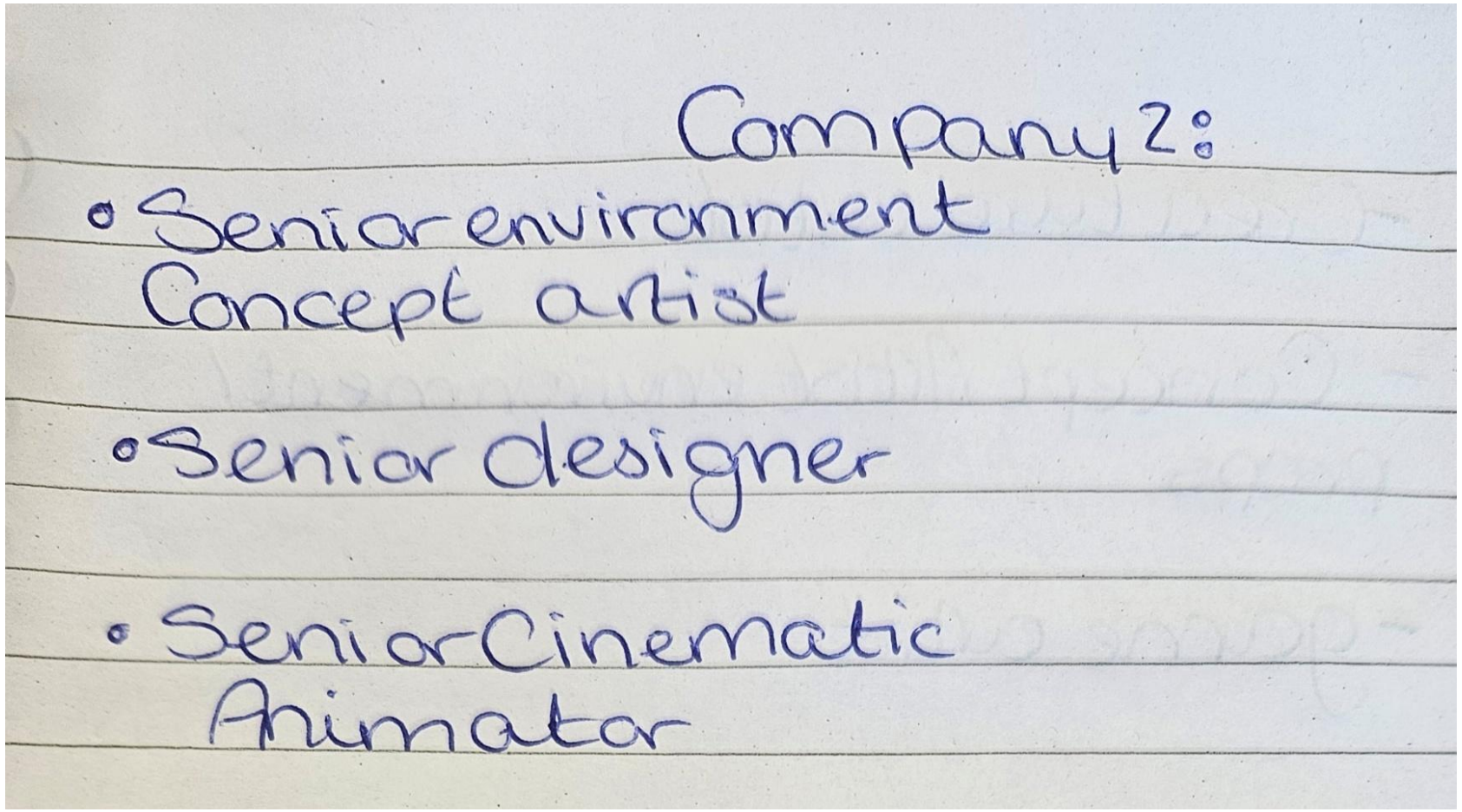
4 days ago · 29 applicants



See who HoYoverse has hired for this role

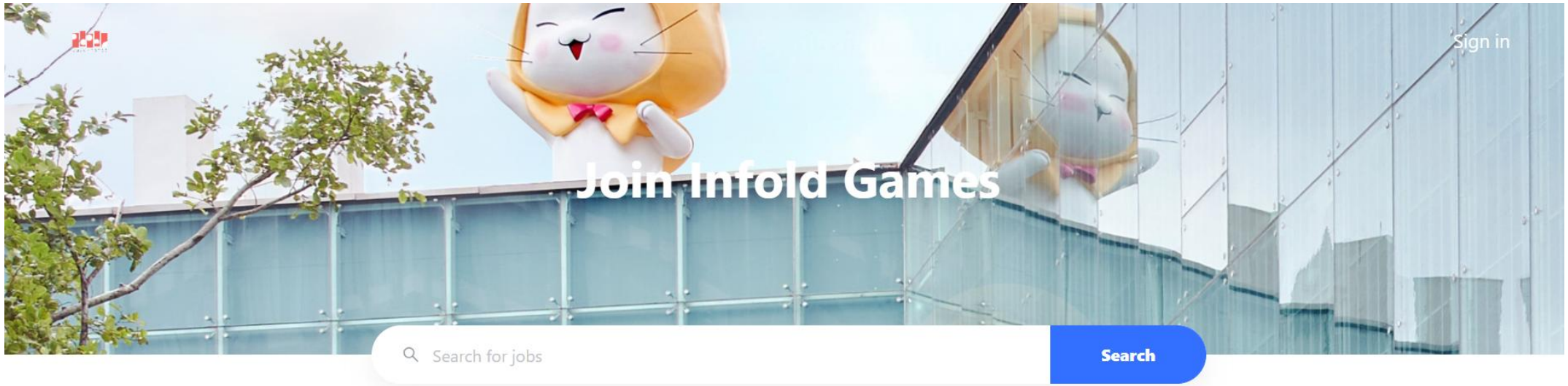
Apply

Save



The second company that I started to research was Infold/Papergames.

Infold/Papergames jobs:



This is the top part of their jobs page.

Filter Clear

Job Category

- [ ] Corporate function / Support
- [ ] Design
- [ ] Marketing

Location

- [ ] Singapore
- [ ] Los Angeles
- [ ] Shanghai
- [ ] Kyoto
- [ ] Seoul
- [ ] Tokyo

Function Category

- [x] Art & Design
- [ ] Animation & CG

Find Your New Job (3)

Senior Designer

Singapore | Full-time | Art & Design

1. Undertake the design and layout of basic visual collaterals including promotional posters, logo refinement, typography design, PPT enhancement. Ensure a consistent visual style that aligns with the

Senior Cinematic Animator - UE5 Realistic In-Development Project (Sha...

Shanghai | Full-time | Art & Design

Proficient in core animation software such as MotionBuilder and Maya, with the ability to independently create high-quality character performances and compelling narrative shots.

Senior Environment Concept Artist

Tokyo,Kyoto,Los Angeles... | Full-time | Art & Design

1. Responsible for concept design of various in-game environments including narrative scenes, combat areas, and related props.

< 1 >

Some of the jobs that are on their website that I am interested in/ am looking at.

Join Papergames

Senior Designer - Join Papergames

Senior Designer

Singapore | Full-time | Art & Design

Qualifications

1. Bachelor's degree or above; Majors in Visual Communication Design, Graphic Design, Fine Arts or related fields are preferred.

2. Relevant experience in visual design or graphic design. Candidates with design experience for Singapore-based enterprises or cross-border brands are preferred.

2. Fluent written & spoken English (working language); Mandarin proficiency is preferred for cross-regional team collaboration.

3. Proficient in design tools including Photoshop, Illustrator and Figma; Capable of independently completing the design of posters, landing pages, illustrations and other deliverables.

4. Proficiency in video editing, with the ability to create short video content using tools such as CapCut, Premiere and After Effects.

5. Competence in vector illustration, digital painting and C4D modeling. Experience in motion design is preferred.

Senior Cinematic Animator - UE5 Realistic In-Development Project (Shanghai) - Join Papergames

Senior Cinematic Animator - UE5 Realistic In-Development Project (Shanghai)

Shanghai | Full-time | Art & Design

Qualifications

Experience processing facial motion capture data.

Background in Previs/Layout production.

Capability to handle some in-game animations, such as character abilities, execution moves, etc.

Experience creating combat/melee action animations, with familiarity in martial arts principles.

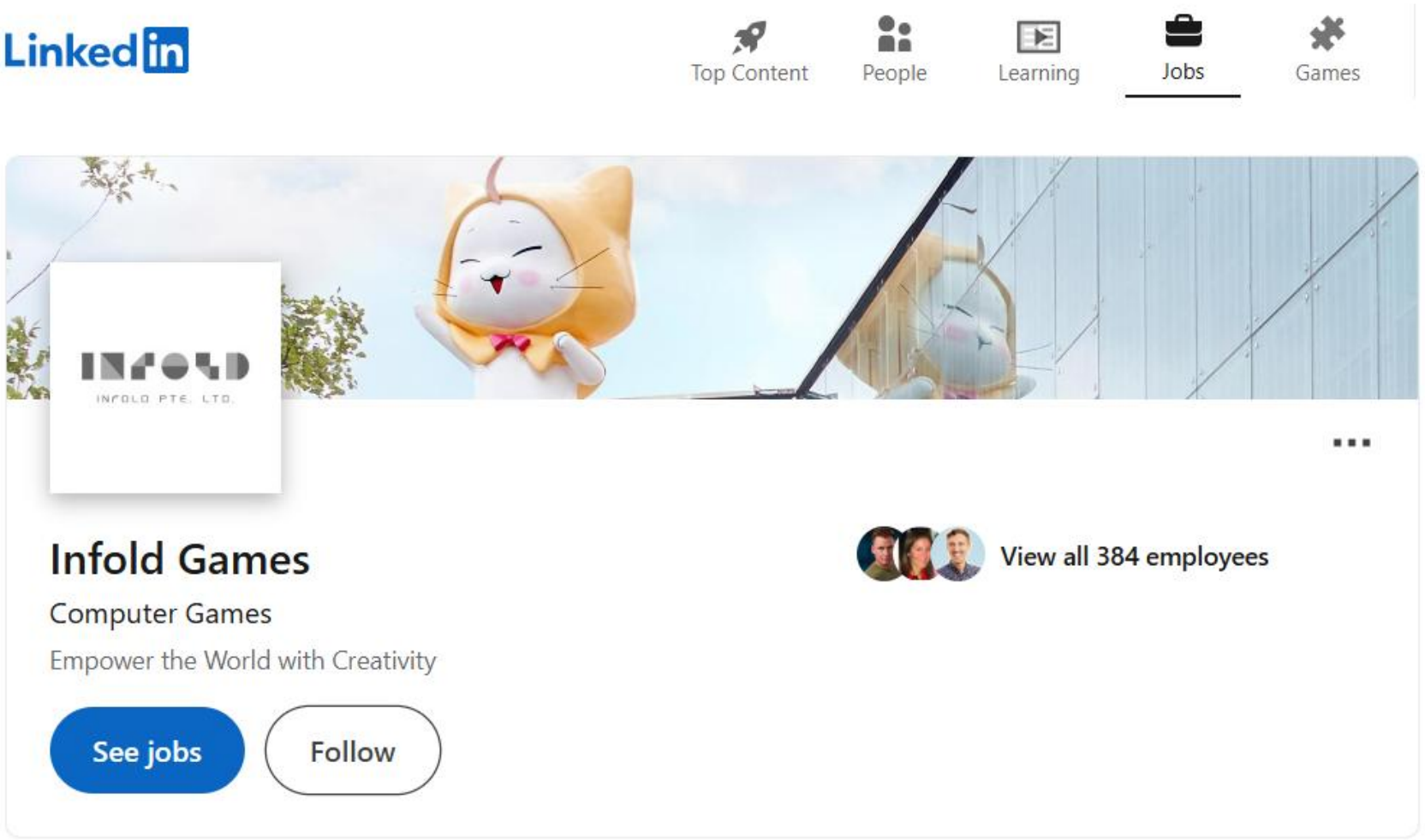
Experience designing and animating non-humanoid creatures/monsters, demonstrating excellent animation understanding and creativity.

Senior Environment Concept Artist

Tokyo、Kyoto、Los Angeles、Si... | Full-time | Art & Design

Qualifications

1. 3+ years of experience in environment concept art; experience in AAA narrative-driven game development is a plus.
2. Proficiency in 3D modeling software and also skilled in hand-drawing.
3. Excellent aesthetic sense, strong at creating atmosphere, with solid skills in design and color.
4. Passionate about games.



Here is infold on linked in.

[Infold Games: Jobs | LinkedIn]

Overview Jobs Life

Jobs at Infold Games

Senior Environment Concept Artist
Infold Games
Kyoto, Kyoto, Japan
17 hours ago

Senior Environment Concept Artist
Infold Games
Tokyo, Tokyo, Japan
1 day ago

Senior Environment Concept Artist
Infold Games
Shanghai, Shanghai, China
1 day ago

Senior Environment Concept Artist
Infold Games
Singapore
1 day ago

Senior Environment Concept Artist
Infold Games
Seoul, Seoul, South Korea

Senior Business Development Executive
Infold Games
Singapore
4 days ago

Senior IT Systems Administrator
Infold Games
Los Angeles, CA
5 days ago

Senior Environment Concept Artist
Infold Games
Los Angeles, CA
6 days ago

Front-end Developer(A71268)
Infold Games
Singapore, Singapore
1 week ago

Senior Designer(A219167)

Infold Games

Singapore, Singapore

Actively Hiring

2 weeks ago

Senior Designer(A219167)

Infold Games · Singapore, Singapore

2 weeks ago · 104 applicants

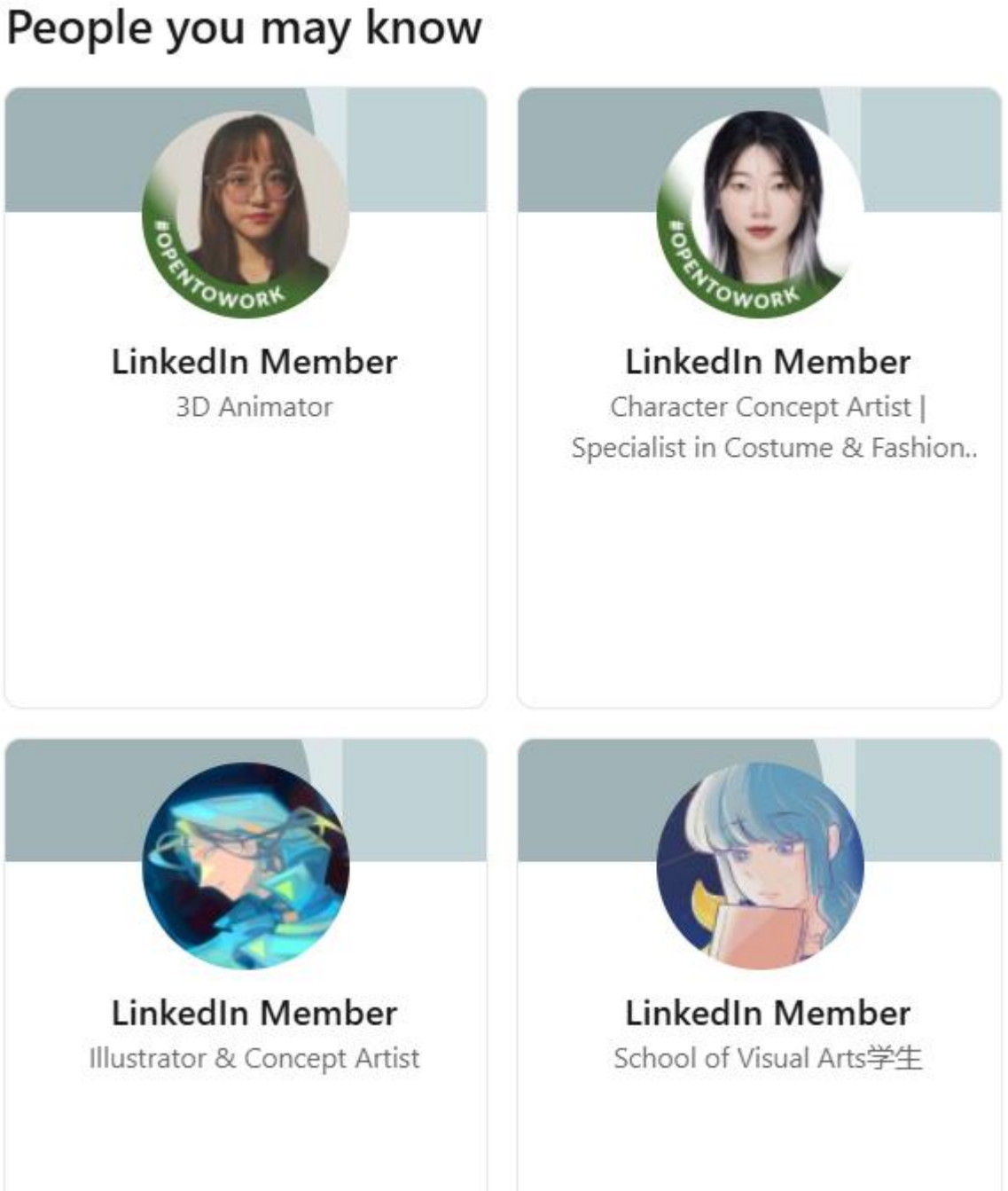


See who Infold Games has hired for this role

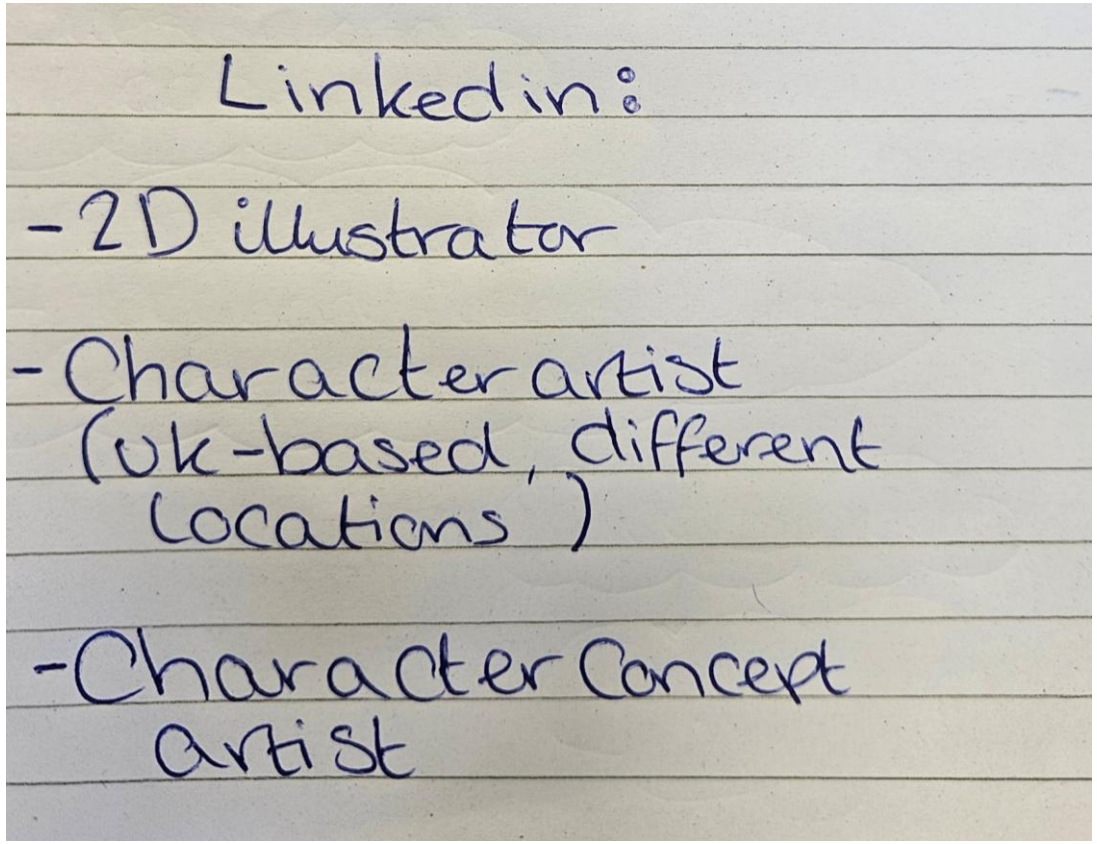
Apply Save

26 Infold Games jobs in Worldwide

These are a few of the people who work within Infold, creating the concept designs for them.

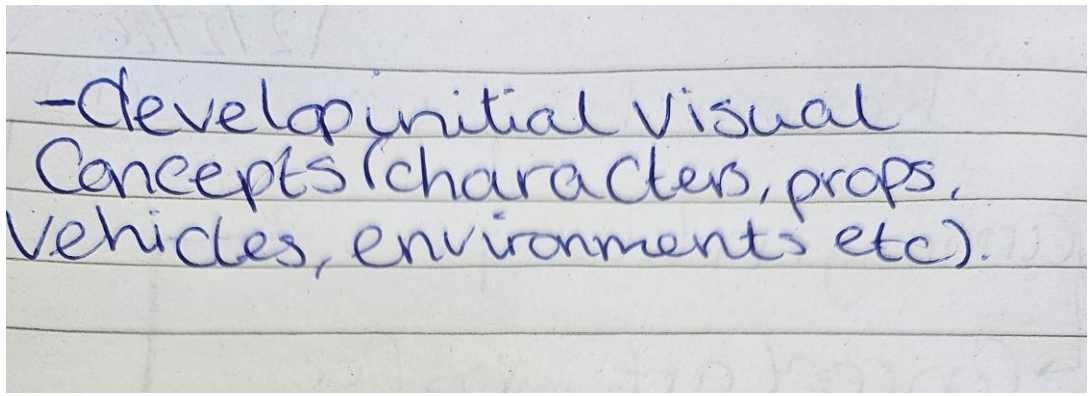


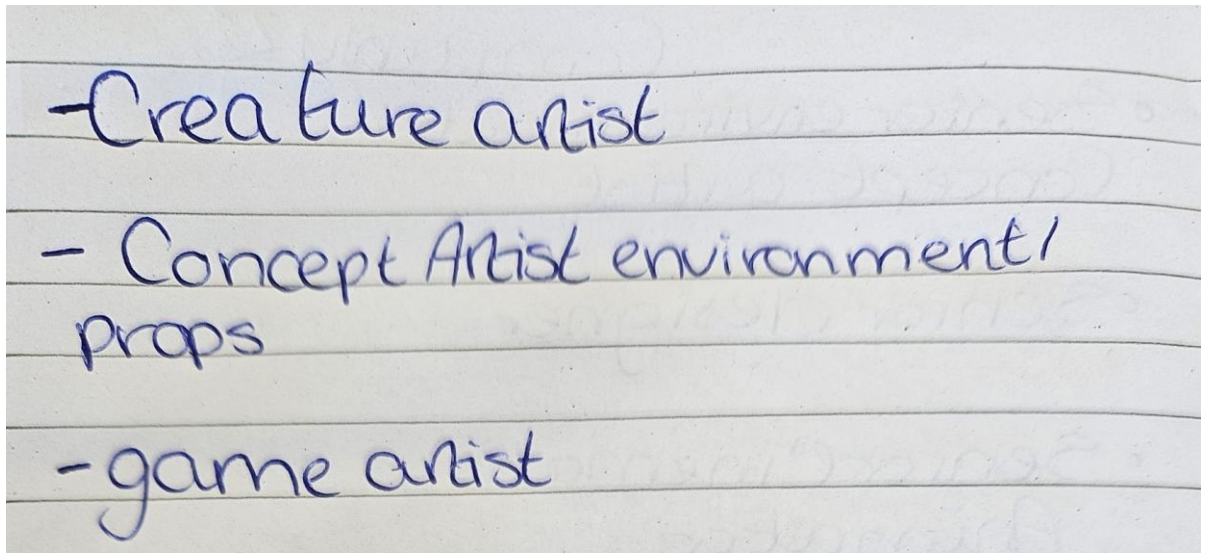
(18) Infold Games: People | LinkedIn

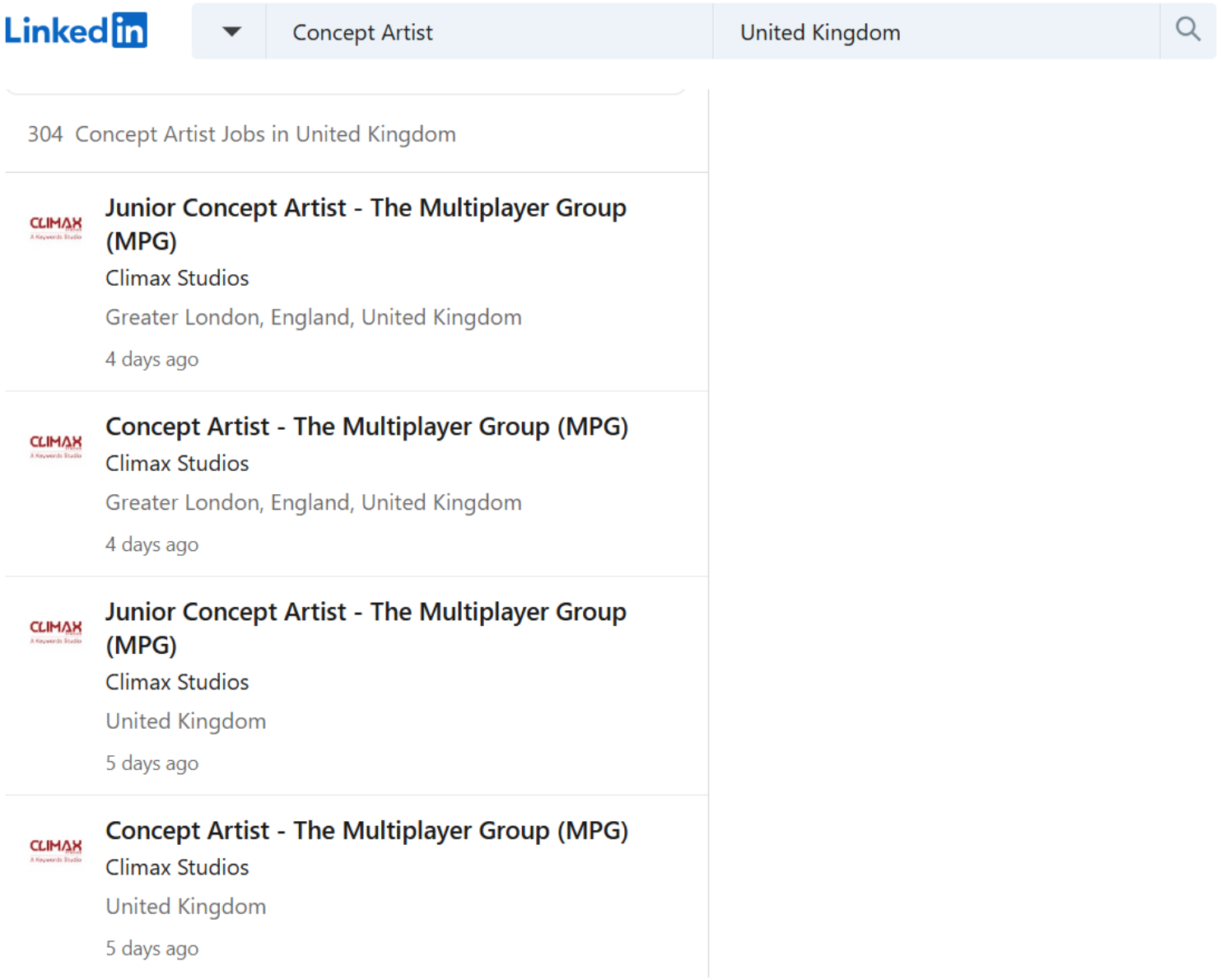


This is some of the jobs I had quickly wrote down about that I found on LinkedIn.

These are more areas in the job industry where I am interested in joining in on.







Here are quite a few of the jobs I found on LinkedIn when I was looking up concept artist to see what potential jobs there would be for me.

304 Concept Artist jobs in United Kingdom

Illustrator
DataAnnotation
United Kingdom
3 days ago

Illustrator - Remote (Contract)
Twine
United Kingdom
5 days ago

2D Character Concept Artist
Braintrust
United Kingdom
1 day ago

Character Artist (UK-based 12 month Fixed Term Contract)
Climax Studios
Edinburgh, Scotland, United Kingdom
Be an early applicant
2 months ago

Character Artist (UK-based 12 month Fixed Term Contract)
Climax Studios
London, England, United Kingdom
Be an early applicant
2 months ago

Character Artist (UK-based 12 month Fixed Term Contract)
Climax Studios
Portsmouth, England, United Kingdom
Be an early applicant
2 months ago

Character Artist (UK-based 12 month Fixed Term Contract)
Climax Studios
Liverpool, England, United Kingdom
Be an early applicant
2 months ago



Character Concept Artist

Cloud Imperium Games

Manchester, England, United Kingdom

2 days ago



Senior Outsourcing Concept Artist | North America | Europe | Fully Remote

Escape Velocity Entertainment

United Kingdom

Be an early applicant

3 months ago



Illustrators, animators and graphic designers for environmental charity - Volunteer

East London Waterworks Park

London, England, United Kingdom

2 days ago



Illustrator – Digital Photo Manipulation

Games Workshop

Nottingham, England, United Kingdom

1 week ago



Illustrator: Picture Book Refining - Volunteer

Being The Cure, United Kingdom

London, England, United Kingdom

3 weeks ago



Character Concept Artist - Talent Pool (EU)

Side

London, England, United Kingdom

6 months ago



Advocate Art Open Call for Illustrators

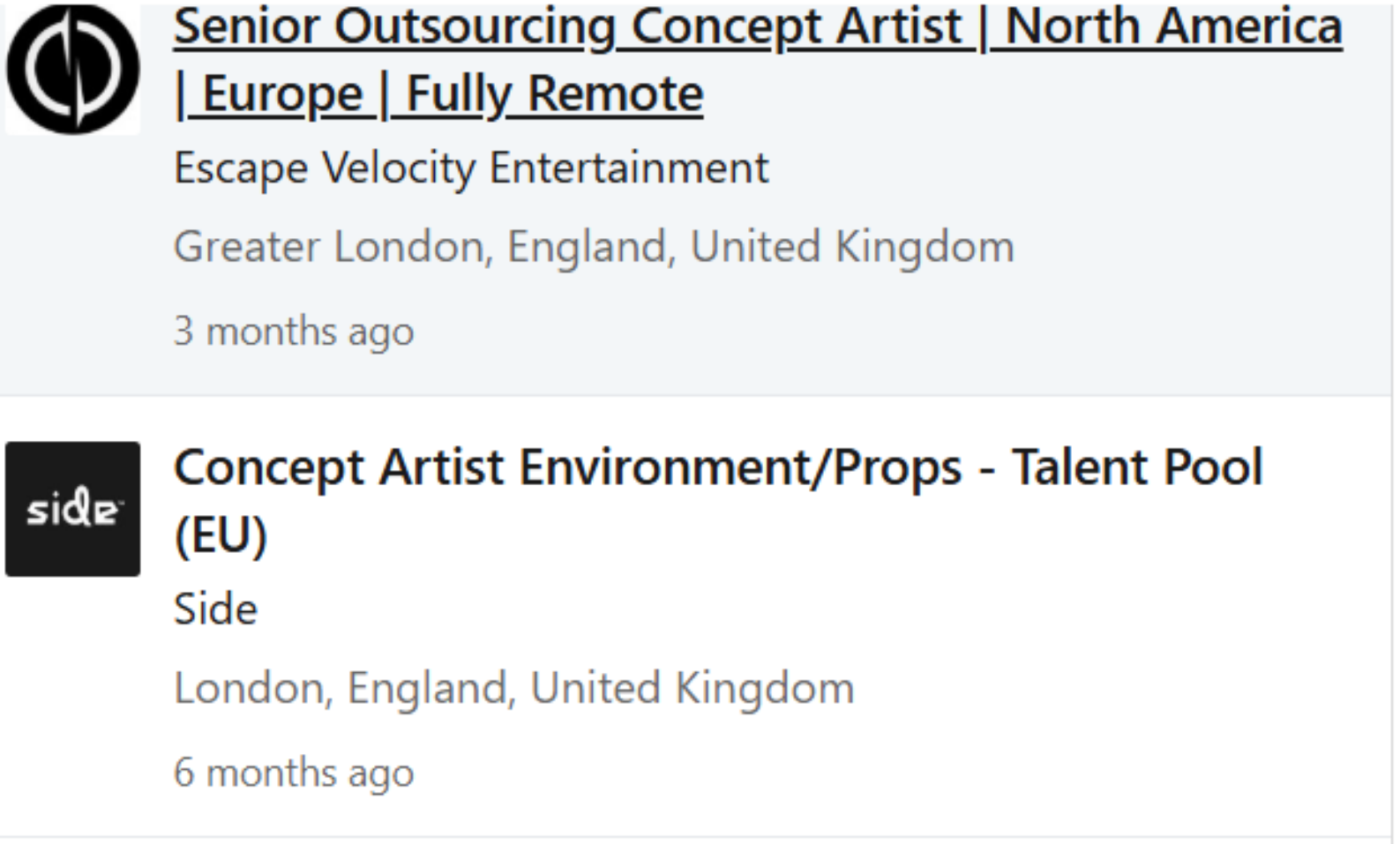
Advocate-Art

United Kingdom

3 weeks ago

This slide and up to slide 30 are even more jobs under that one search.

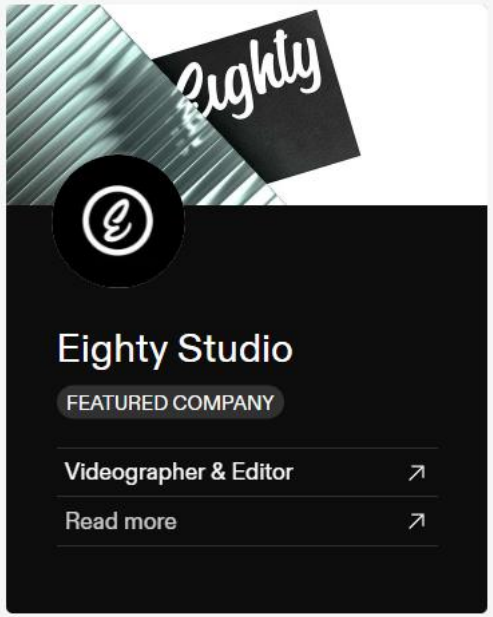
The links for these pages these slides is up on slide 29.



[If You Could Jobs | Creative Jobs Board]

IF YOU COULD

Search by title, discipline or company | Region or city | Search | Filters





89 JOBS WAITING | Activate Email Job Alert | Newest

Creative Director
Talent Studio
RECRUITMENT AGENCY | FEATURED COMPANY
London [Hybrid] | Director | Full Time | £90,000 – £100,000

Creative and Content Lead
Avant Arte
London [Hybrid] | Senior | Full Time | Undisclosed

Social Media Assistant (Gaming)
YRS TRULY
London [Hybrid] | Junior | Full Time | £30,000 – £32,000

Digital Content Lead

Planet B Productions

London [On-site] | Midweight | Fixed Term, Part Time | £36,000

Videographer & Editor

FEATURED COMPANY

Eighty Studio

London [Hybrid] | Midweight | Full Time | Undisclosed

Senior Designer

FEATURED COMPANY

Koto

London [On-site] | Senior | Full Time | £52,000 – £69,000

Senior 3D Motion Designer

FEATURED COMPANY

Koto

London [On-site] | Senior | Full Time | £58,000 – £75,000

Senior Motion Designer

FEATURED COMPANY

Koto

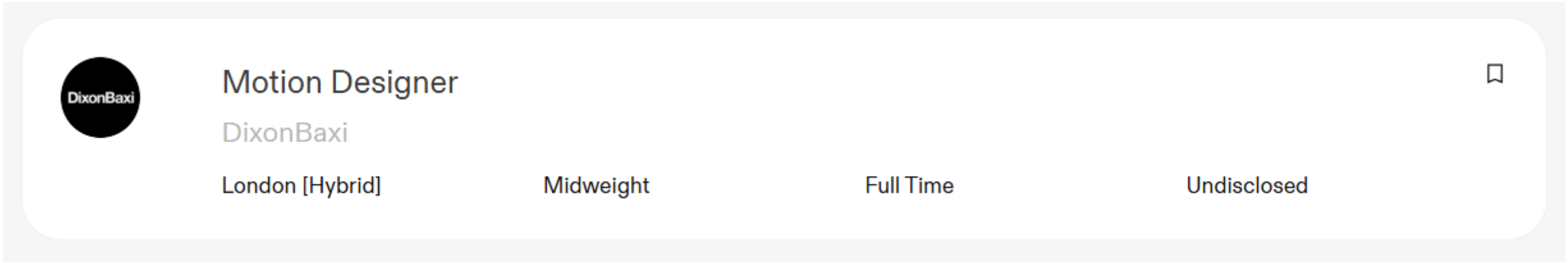
London [On-site] | Senior | Full Time | £52,000 – £69,000

Design Director

FEATURED COMPANY

Koto

London [On-site] | Director | Full Time | £72,000 – £90,000



These are a bunch of job applications I found on a website called If You Could Jobs. This slide and the slides up to 33 are all for this website. The link is on slide 33.

Design Jobs Board

DESIGN JOBS BOARD

Jobs

About

Post a Job

Pricing

Partnerships

This slide and the slide below are all the jobs I could find that are centred around the things that interest me or what I want to do. They are all from a website called Design Jobs Board and the link is on this slide.

	COMPANY	POSITION	LOCATION	INFO
PREMIUM	Represent Studio	UI Designer for Motion & Animation	remote	⊕

PREMIUM	Whippet UK Ltd	Senior Artworker	London	+
PREMIUM	TheTin	Senior Designer	London	+
STANDARD	Represent	Motion Designer	London / Hybrid	+
STANDARD	EdenMarsh Ltd	Senior Designer	London/Hybrid	+
STANDARD	EdenMarsh Ltd	Creative Artworker	London/ Hybrid	+

The—Dots

[Creative Jobs Board | The Dots]

This slide and the slides below are all from a website called The-Dots and the link is on this slide.

+ Follow

Mid to Senior Game Designer

Save

SEGA Europe

1 day ago

Level	Mid Level	Professions	Game Developer, Game Designer, UX Designer
Type	Full Time	Location	London, United Kingdom

+ Follow

Art Producer (12-month FTC)

Save

SEGA Europe

1 day ago

Level	Mid Level	Professions	Producer, Content Producer, Digital Producer
Type	Full Time	Location	London, United Kingdom



Game Design Director

SEGA Europe

Save

2 days ago

Level	Senior	Professions	Game Designer, Digital Artist, Design Director
Type	Full Time	Location	London, United Kingdom



+ Follow

Senior Motion Designer

Starling Bank

Save

19 days ago

Level	Senior	Professions	Motion Graphics Designer, 3D Designer, 3D Animator
Type	Full Time	Location	London, United Kingdom



+ Follow

Graphic Design Artworker

Live Nation

Save

21 days ago

Level	Mid Level	Professions	Graphic Designer, Artworker, Illustrator
Type	Full Time	Location	London, United Kingdom



+ Follow

Effects Technical Director - ILM

Save

The Walt Disney Company

21 days ago

Level	Senior	Professions	Effects Technical Director, VFX Technical Director, VFX Artist
Type	Full Time	Location	London, United Kingdom



+ Follow

Video Graphic Designer / Animator

Save

The Telegraph

27 days ago

Level	Mid Level	Professions	Graphic Designer, Animator, Motion Graphics Designer
Type	Full Time	Location	London, United Kingdom

DW JOBS

This slide and the slide below are all from a website called Design Week and the link is on this slide.

Senior Designer/Art Director

a1 people

a1 people Recruitment agency for the creative sector

FULL TIME | **Hampshire** | **45-55k GBP / Year** | Posted 3 days ago

3D Designer

a1 people

a1 people Recruitment agency for the creative sector

FULL TIME | **Warwickshire** | **30-40k GBP / Year** | Posted 1 month ago

Design industry jobs and opportunities - Design Week

Junior Designer

a1 people Recruitment agency for the creative sector

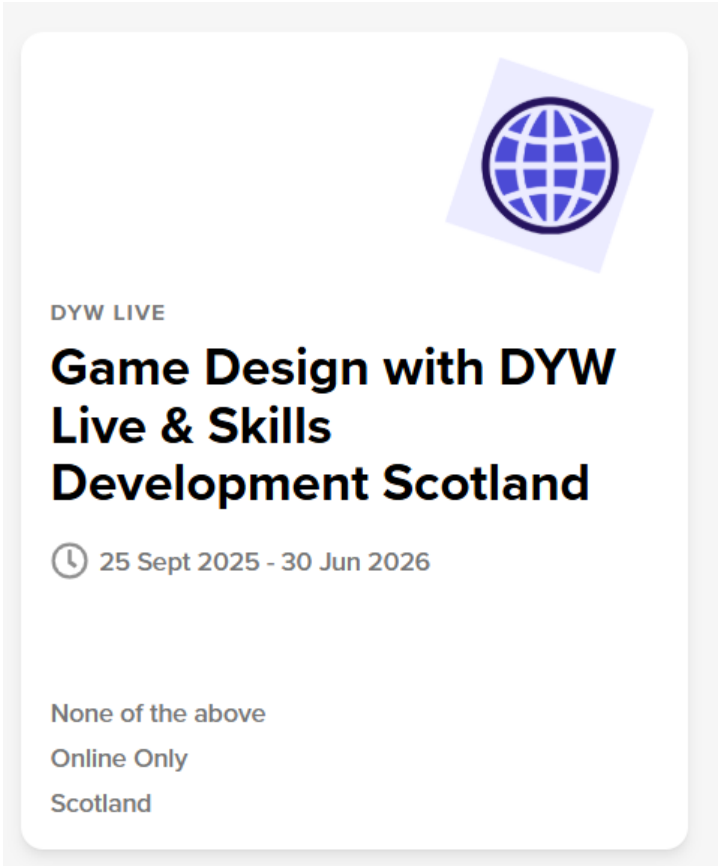
FULL TIME **Hampshire (Remote)** **20-25k GBP / Year** Posted 2 weeks ago

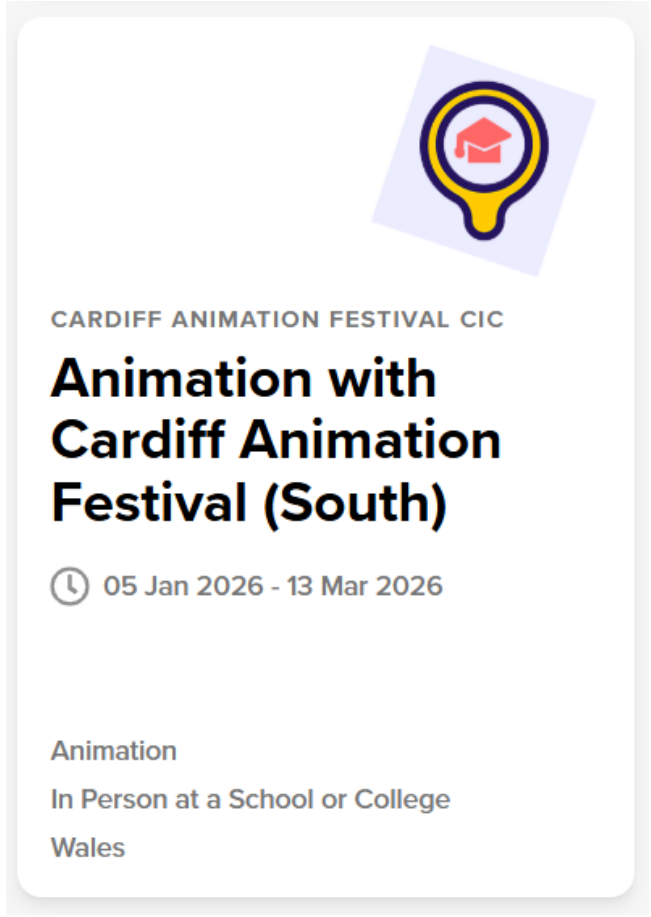
Digital Designer

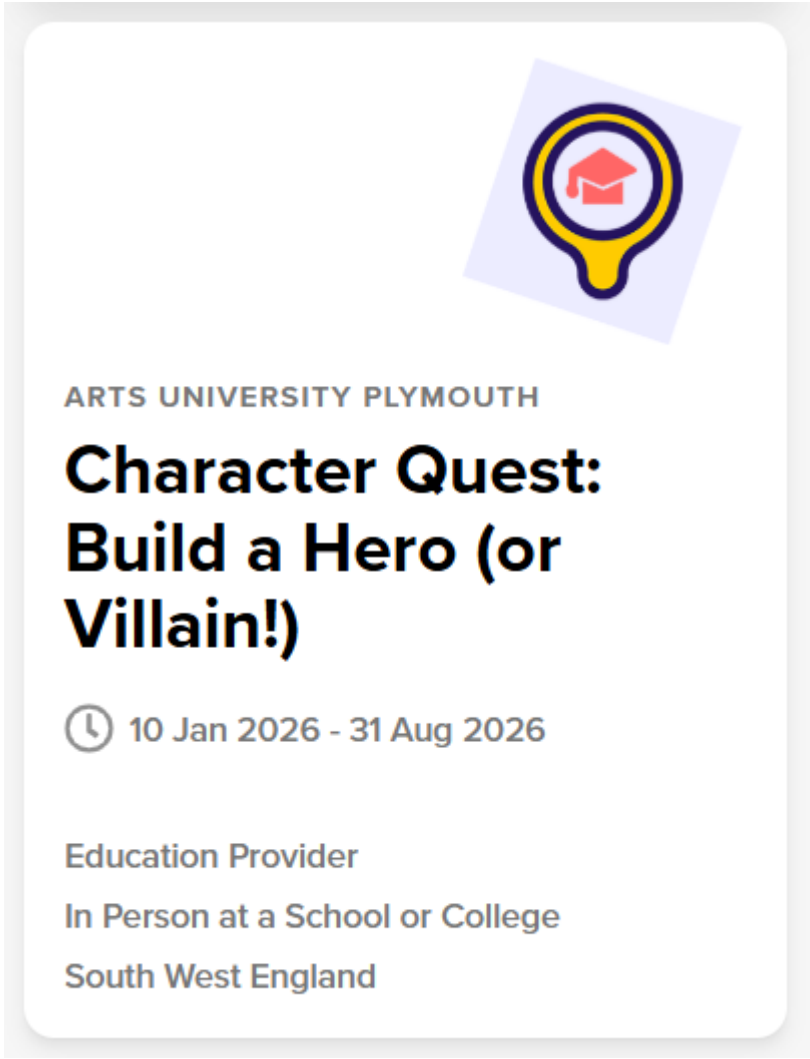
National Residential Landlords Association

FULL TIME **Manchester or London (hybrid)** **£31,000 GBP / Year** Posted 2 weeks ago

DISCOVER!
creative careers

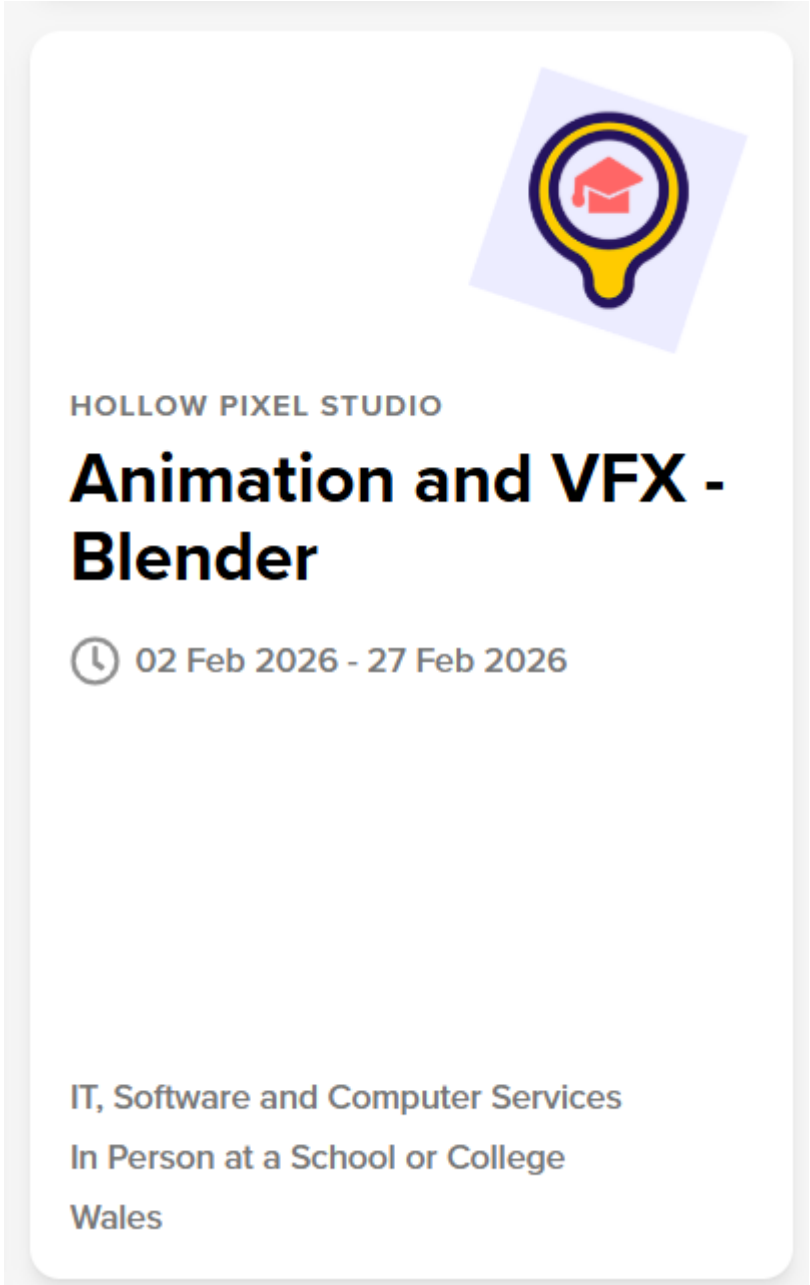






This slide and the slide below are all from a website called Creative Careers and the link is on this slide.

Find your perfect role in the creative industries - Creative Careers



Overall, this is all the research I have done for the start of this assignment.

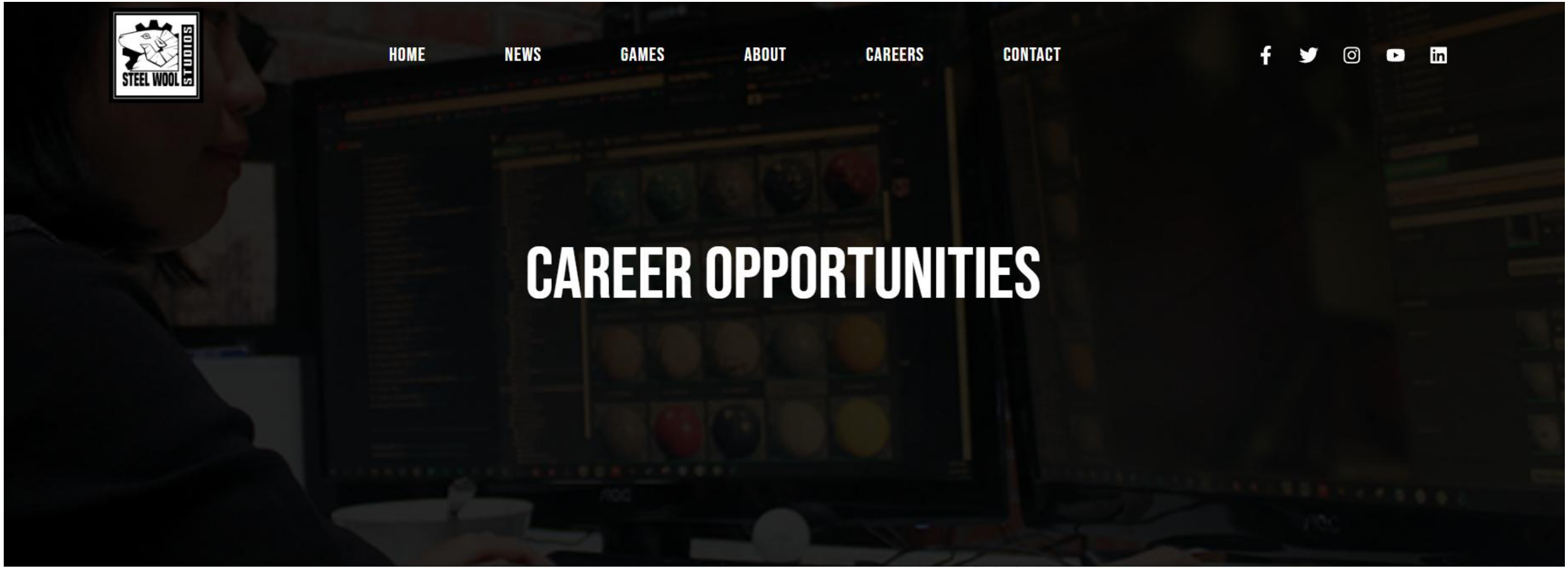
I have done this as it helps me to see what jobs are out there and what I could apply for.

Other companies:

These next few slides are more research that I have done into more potential game companies that I would love to work for.

I decided to research even more to see what else I could find.

All this research was done to help me see just how many jobs there are within the industry that I want to work in/work for.



CURRENT POSITIONS

We would be happy to look at your resume in case we need more prospective teammates we didn't know we'd love to have! So send your resume, cover letter, and portfolio link to us via LinkedIn!

LINKEDIN

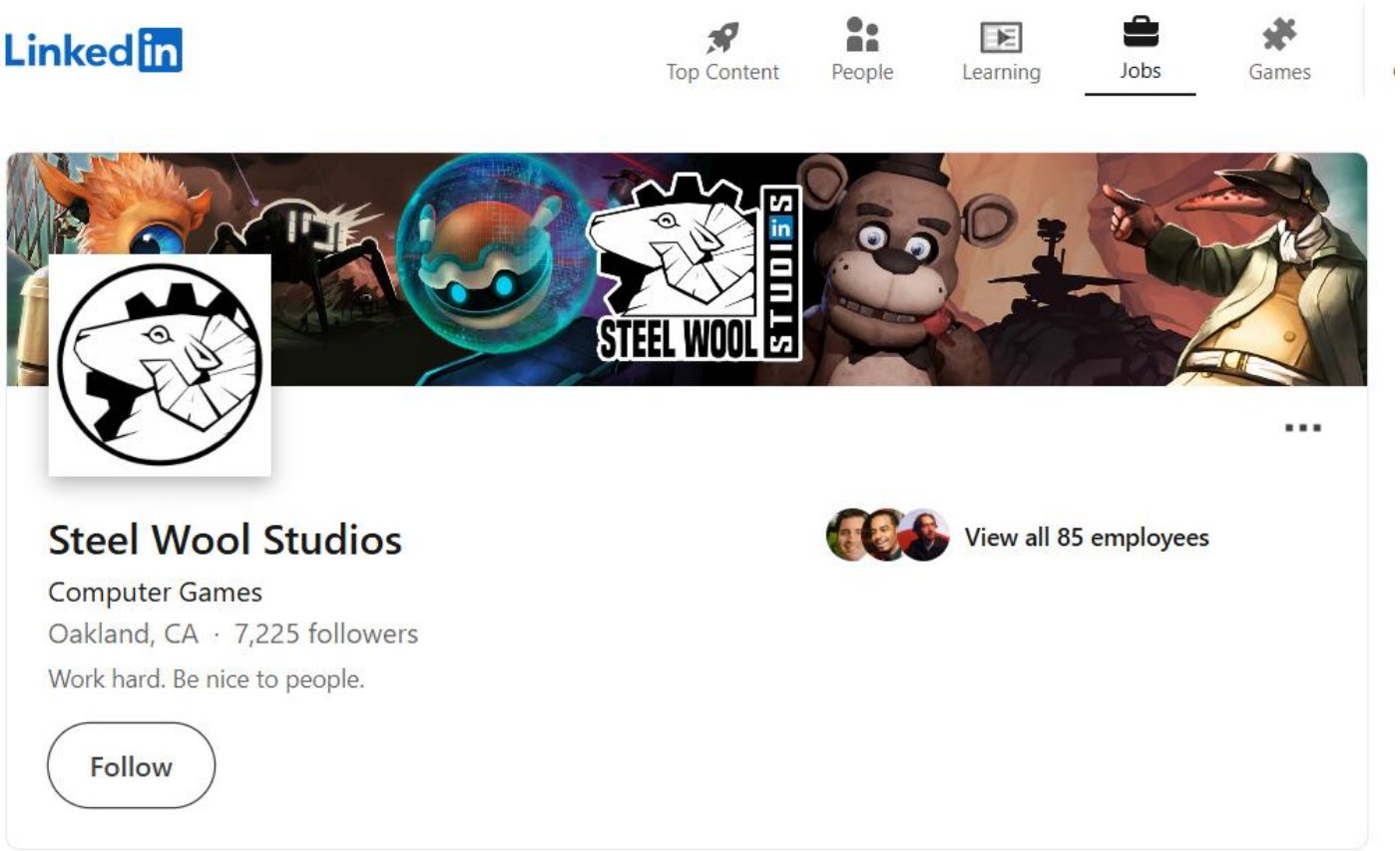
WE THINK YOU MIGHT LOVE IT HERE

Here at Steel Wool Studios, we look for self-motivated, boundary-pushing individuals with an impeccable collaborative spirit. Because we value creating a productive and welcoming workspace, we strive to look for a valuable member who is not only talented in their craft but also has what it takes to be a team player!



Careers – Steel Wool Studios

This is Steel Wool Studio’s LinkedIn profile page.



Here is some information and some of the employees who work for Steel Wool Studios.

Steel Wool Studios | LinkedIn

Website	http://www.steelwoolstudios.com
Industry	Computer Games
Company size	11-50 employees
Headquarters	Oakland, CA
Type	Privately Held
Founded	2012
Specialties	Virtual Reality and Video Games

Locations

Primary
95 Linden St
Suite 4
Oakland, CA 94607, US
Get directions

Employees at Steel Wool Studios


Marc Metis


Glenn Lattiere


David Senita


Jason Topolski

See all employees

about | games | careers | press | contact



do you love games?

join the team

At Monomi Park, we believe that hearing diverse perspectives helps us develop unique and interesting games—so why not bring us yours? Check out our open positions, and let us know if you find a match! As a small studio, we pride ourselves on offering competitive benefits. This includes:

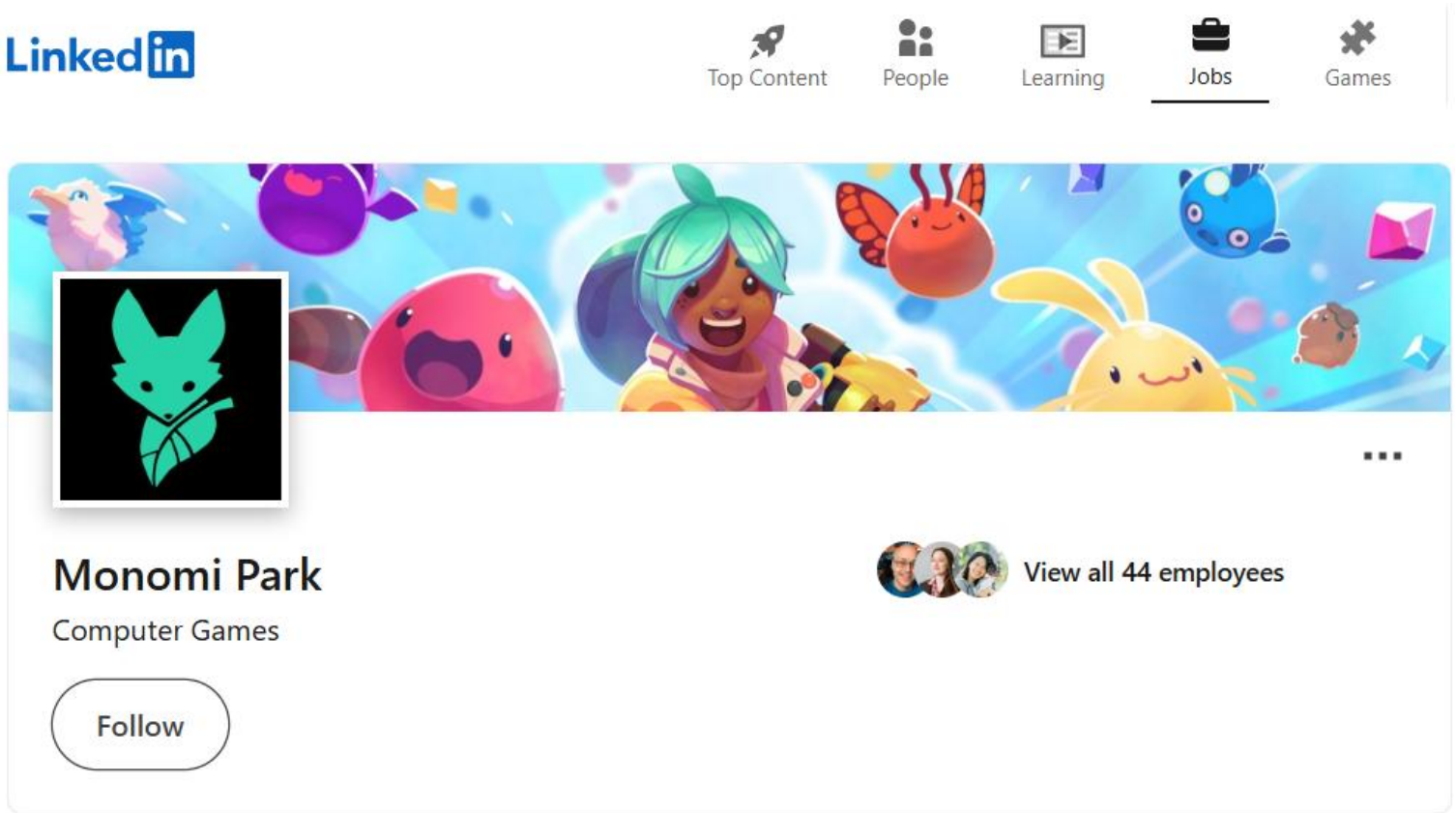
- competitive pay & annual performance bonus
- health benefits for you and your dependents
- optional Flexible Spending Account (FSA) plan
- 401(k) with 4% company match
- flexible PTO + 9 paid holidays + paid winter break
- parental leave offering 24 weeks of paid leave after your first year
- compassionate leave (a more flexible bereavement leave)
- generous stipends for your home workspace, internet, fitness, Monomi Park merchandise, and professional development

This is Monomi Park and they created Slime Rancher and Slime Rancher 2, and their work really inspires me.

- $30 lunch stipend, available every other Friday during our team happy hour
- employee referral bonus program
- bi-annual studio workshops

We're sorry, there are currently no job posts. Please check back soon.

Careers | Monomi Park



This is Monomi Parks LinkedIn.

Type	Privately Held
Founded	2015

This is some of the employees who work in/for Monomi Park.

Employees at Monomi Park


Scott Blinn

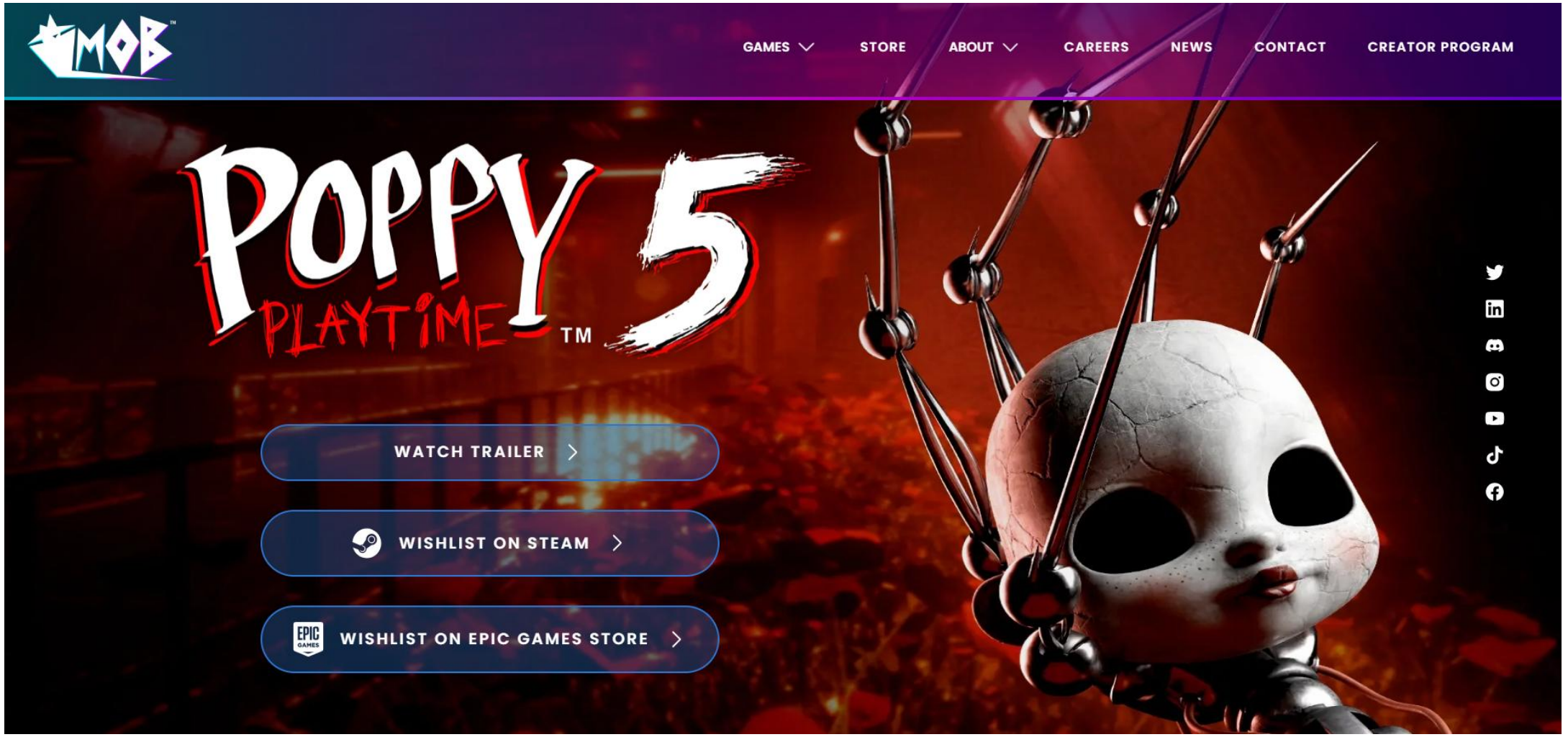

Dacey Willoughby


Sakura Minamida Harris


Katherine Kavanaugh, PHR

See all employees

[Monomi Park | LinkedIn]



I then started to do some research into the company Mob Entertainment.

Mob Entertainment



Current openings at Mob Entertainment

Mob Entertainment is a startup multimedia studio that is best known for our hit indie horror game "**Poppy Playtime**". This franchise is one of the hottest new properties in gaming, and our team is naturally expanding as our ambition expands. **To give a taste of our brand's popularity, more than 100 billion YouTube views of Poppy Playtime related content have occured since the game's launch 4 years ago.**

Create a Job Alert
Level-up your career by having opportunities at Mob Entertainment sent directly to your inbox.
Create alert

Search
Search

Department
Select...

Office
Select...

Games

Associate Game Director
United States

Director, Publishing & Marketing for Games Division New
Remote

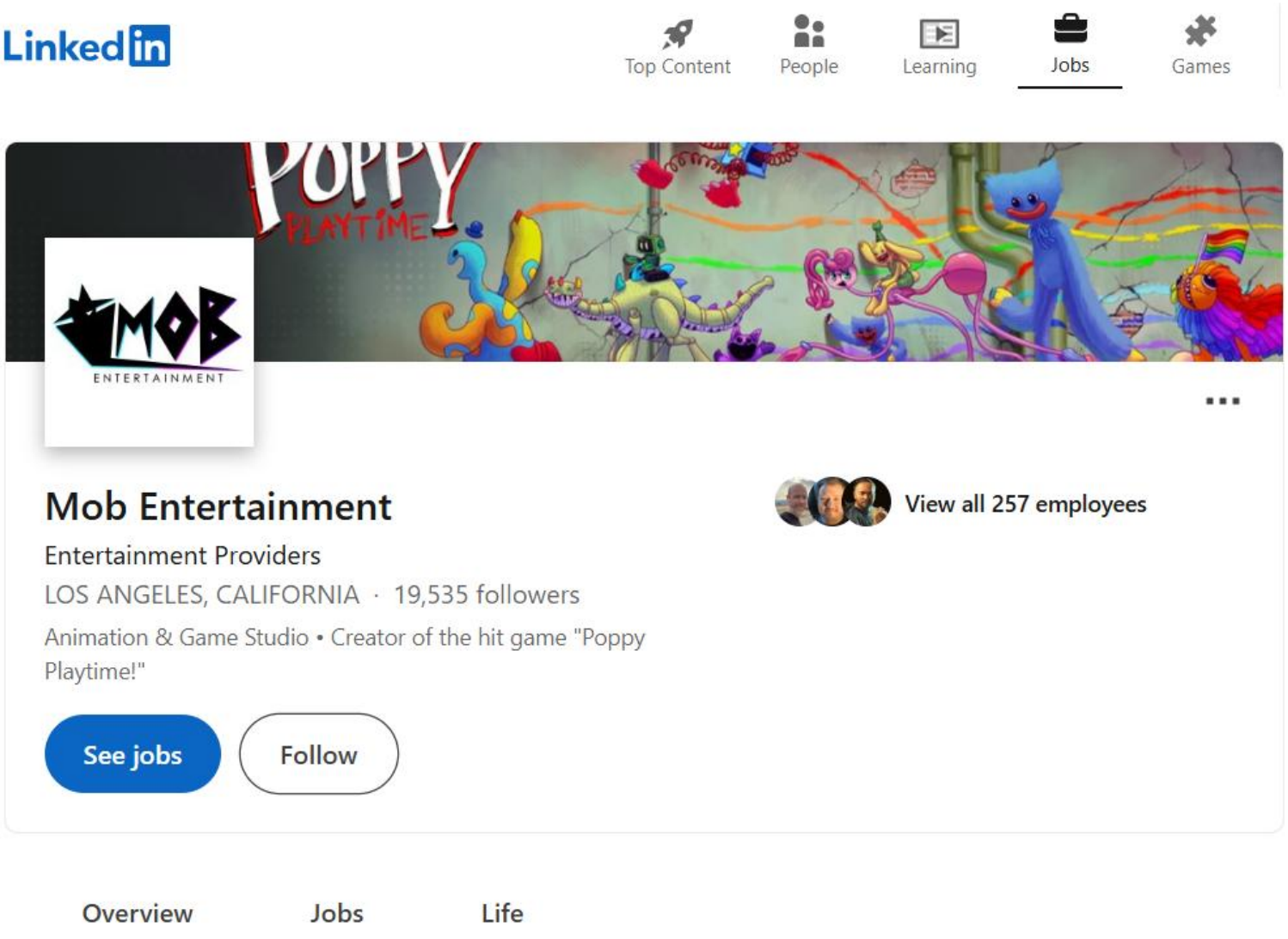
Engineering Director
Remote

Game Product Manager
Remote

Senior Game Designer
United States

Senior Game Designer
United States

Jobs at Mob Entertainment



[(18) Mob Entertainment: Posts | LinkedIn]

This is Mob Entertainments LinkedIn.

About us

Mob Entertainment is a startup multimedia studio that is best known for our hit indie horror game "Poppy Playtime". This franchise is one of the hottest new properties in gaming, and our team is naturally expanding as our ambition expands. To give a taste of our brand's popularity, more than 150 billion YouTube views of Poppy Playtime related content have occured since the game's launch 5 years ago.

Website	http://www.mobentertainment.com
Industry	Entertainment Providers
Company size	51-200 employees
Headquarters	LOS ANGELES, CALIFORNIA
Type	Privately Held
Founded	2015

Locations

Primary

LOS ANGELES, CALIFORNIA, US

Get directions

Employees at Mob Entertainment



Chad Gleason



Bill Stutte



Jeffrey Kung



Ev Religioso

See all employees

Mob Entertainment | LinkedIn

Associate Game Director
Mob Entertainment

United States

1 week ago

Licensing Coordinator
Mob Entertainment

Japan

2 weeks ago

Licensing Coordinator EMEA/Asia
Mob Entertainment

EMEA

2 weeks ago

Director, Publishing & Marketing for Games Division
Mob Entertainment

United States

Be an early applicant

11 hours ago

Engineering Director
Mob Entertainment

United States

1 week ago

Brand Assurance Creative Lead AMEA/ASIA
Mob Entertainment

EMEA

2 weeks ago

Senior Game Designer
Mob Entertainment

United States

1 week ago

Senior Game Designer
Mob Entertainment

United States

2 weeks ago

[9 Mob Entertainment jobs in Worldwide]

What You Will Do

- Partner with the Senior Character Art Manager to develop high-quality character illustrations for style guides and portfolios across multiple franchises and business divisions.
- Ensure timely delivery of 2D and 3D character approvals and corrections, maintaining consistency, artistic excellence, and brand integrity across all product applications.
- Act as a key point of contact for EMEA teams on character art and brand equity queries, providing clear and trusted creative guidance.
- Contribute to idea generation by developing new art styles and techniques aligned with marketplace trends, and identifying character art innovation and whitespace opportunities.
- Provide creative direction and feedback to external freelance artists, licensees and suppliers to ensure all artwork meets Disney's quality and brand standards.
- Attend relevant trade shows and exhibitions to gather inspiration, explore emerging creative trends, and deepen understanding of the business and consumer landscape.
- Maintain full compliance with corporate and brand guidelines, ensuring character and design consistency across all outputs.
- Actively contribute ideas for franchise and business growth, including participation in brainstorming sessions and cross-team creative initiatives.
- Offer hands-on creative support to the team, including archiving assets, backing up work, and producing digital presentations as required.
- Encourage collaboration and asset sharing across GPC, driving efficiencies through shared materials, XLOB initiatives, and best-practice ways of working.
- Help build and nurture a strong character art community across GPC at The Walt Disney Company, fostering collaboration and creative excellence.
- Uphold consistently high character art standards across the EMEA region.

Character Artist at DISNEY - Disney Careers

Character Artist

Apply Now

- Uphold consistently high character art standards across the EMEA region.

Required Qualifications & Skills

- Degree-level education in a relevant creative discipline (such as character art, illustration, animation or graphic design), or equivalent professional experience, with a proven track record in a similar role within the creative, entertainment or consumer products space.
- Strong expertise in character art, including a deep understanding of cartooning, cartoon animation principles, and how character artwork translates into product and storytelling. Experience drawing Disney characters and working with established character equity is highly desirable.
- Demonstrated ability to create high-quality 2D artwork across multiple styles, using both traditional and digital methods, with proven experience in digital inking and rendering. Experience with 3D modelling and working across additional mediums such as sculpting, painting and drawing is beneficial.
- Strong foundation in design fundamentals, including illustration, layout, colour and typography, combined with excellent graphic design capability and a sharp eye for detail.
- Advanced working knowledge of Adobe Creative Suite, particularly Photoshop and Illustrator, with experience using Keynote and other creative tools to produce presentations, pitches and visual storytelling materials.
- Commercially aware and creatively curious, with a strong understanding of marketplace and consumer trends and the ability to identify fresh, innovative opportunities within character art and product design.
- Confident communicator and creative storyteller, able to generate, present and successfully sell creative ideas to internal and external partners in both formal and informal settings.
- Proven experience building effective relationships and collaborating with stakeholders within a large, multinational, matrixed organisation, demonstrating strong communication, collaboration and stakeholder-management skills.
- Resourceful, adaptable and culturally sensitive, with the ability to work effectively across diverse, international teams while maintaining consistently high creative and brand standards.

Character Artist at DISNEY - Disney Careers

consistently high creative and brand standards.

The Perks

- 25 days annual leave
- Private medical insurance & dental care
- Free Park Entry: You will have the opportunity to enter any of our parks with your family and friends for free
- Disney Discounts: you are entitled to discounts on designated Disney products, resort F&B and ticketing
- Excellent parental and guardian leave
- Employee Resource Groups - WOMEN @ Disney, Disney Mosaic, Disney PRIDE, our disability & neurodiversity focused group - ENABLED, and our Mental Health & Wellbeing Group, TRUST.

The Walt Disney Company is an Equal Opportunity Employer. We strive to be a diverse workforce that is representative of our audiences, and where all can thrive and belong. Disney is committed to forming a team that includes and respects a variety of voices, identities, backgrounds, experiences and perspectives.

We will ensure that individuals with disabilities are provided reasonable accommodation to participate in the job application or interview process, to perform essential job functions, and to receive other benefits and privileges of employment. Please contact us to request accommodation.

CLOTH CAT GAMES

Home | Studio | Games | Services | Careers | Animation



Careers at Cloth Cat Games

Listed below are our current job openings, click through to read about the details of the role(s) and how to apply. If we have no current listings but you'd like to get in touch to share your skills/portfolio or ask a question then you can do so through our **Speculative Enquiry form**. Here are some details on the kind skills we employ here at Cloth Cat Games...

- We use **Unity** for a variety games and animation projects, so if you have experience in development (C#) or the engine's use in a project pipeline then highlight your experience with any shareable examples.
- A variety of tools and approaches are used to produce our cross-platform interactive content, so proficiency in scripting languages and the ability to pick up new ones is key.
- C#, C++, C, Python, JavaScript, HTML5, PHP, Angular, Node, WordPress. PHPStorm, SourceTree, Git, Slack, Trello. Let us know your experience and what motivates you.
- As well as coding opportunities we also look out for those skilled in animation (2D/3D), design, writing, marketing and production so do check in with us.

Opportunities

Careers | Cloth Cat Games



UI/UX Designer

jobs

JOB: We're looking for a skilled UI/UX Designer to join the team here at Cloth Cat Games and get involved in our new multi-platform game development projects.

UI/UX Designer

jobs

We're looking for a skilled UI/UX Designer to join the team here at Cloth Cat Games and get involved in our new multi-platform game development projects. The ideal candidate for this role will have worked on commercially released game titles for PC and Console, be comfortable with owning their own project and able to hit the ground running. Work on mobile applications would also be a bonus.

This is a great opportunity to be a part of our busy, close-knit crew working either in-house at our central Cardiff studio, hybrid or remotely!

Responsibilities and duties

- Create compelling player experiences through use of interface design, color theory, visual hierarchy, and illustration
- Design UI and assets that are game ready (layered, format, scale, export spec)
- Create visually balanced, player focused mock-ups that demonstrate a solid understanding of readability, composition and typography
- Create, iterate, and define iconography
- Collaborate with developers to bring projects together

UI/UX Designer | Cloth Cat Games

- Work with initiative and to schedule milestones
- Take on design challenges and find creative solutions

Requirements

- Experience with designing UI systems for PC, console and mobile platforms.
- Strong familiarity with Figma and Adobe Illustrator/Photoshop.
- Keen eye for maintaining visual consistency across multiple digital products.
- Strong portfolio showcasing UI/UX work.
- Flexible ability to match existing styles and assets.
- Excellent communication and collaboration skills.
- Comfortable working with sketching, low fidelity mockups and co-creation with others.
- Confidence documenting your design process, iterations and decision rationale clearly.
- UK/EU Applicants only.

UI/UX Designer | Cloth Cat Games

UI/UX Designer | Cloth Cat Games

Desirable Skills and Experience

- Have worked on commercially released game title(s)
- Experience with Unity game engine and UI implementation
- Illustrated characters, backdrops and props for 2D games and promotion
- Animation with Spine2D tool
- Ability to use a 3D software package like Blender or similar

Restrictions

- UK/EU applicants only
- No agencies please

Contract Details

- Salary range: £32k – £36k per annum
- 6 month PAYE contract with potential for extension

How to Apply

Email your application over to **jobs@clothcat.com**, with the subject line: **UI/UX Designer**

Please include attachments or links to your latest and greatest work: CV, portfolio, examples of work, Artstation etc.

CLOSES: 12th January 2026

We look forward to hearing from you 😀



Luke Maloney

He/Him

Director at Dragon Scale Studios Ltd.

Dragon Scale Studios | Creative Cardiff

Dragon Scale Studios | Creative Cardiff

About

Dragon Scale Studios is a Welsh games studio based in Cardiff, started by 6 graduates of the University of South Wales games design and art courses.

We have taken our 3rd year project, Set Sail! and continued development on it whilst starting the studio. Our 4 Player, Couch Co-op Pirate Party Adventure was accepted into the Tranzfuser 2023 programme, which we won and are heading to Dundee in January for a hot-housing programme called DunDev!

We are looking to build IPs around both the pirate setting of Set Sail! and the potential of a Couch Co-op franchise. For Set Sail!, we are aiming to take advantage of a gap in the market for pirate content by diversifying into other mediums, with merchandise, animated shows and more!

We have a strong team built around both game development and bizdev, but work with contractors to fill skills gaps such as music, graphic design and concept art, and are always on the lookout for new talent to work with!

Dragon Scale Studios | Creative Cardiff

> We have already achieved a lot in a short amount of time, including:
> - Winning the Tranzfuser 2023 programme
> - Winning the public vote for best game at Insomnia 71
> - Winning two Rookies awards for our game
> - Taking to the Rezzed Stage at EGX for a swash-buckling presentation.
> - Closely connected with Barclays Eagle Labs, Creative Wales, Media Cymru and Ukie, all of which have praised our work ethic and the amount we've achieved so on all areas of the game and studio.

JOBS & OPPS

We help creative people find creative jobs. We also promote funding, commissions, available space, training and other opportunities which support our members to grow and develop.

If available, opportunities will be advertised in both English and Welsh. Creative Cardiff is not responsible for the language choice of external advertisers.

Jobs and opportunities | Creative Cardiff

Opportunity:

Arts Enablers (4 Roles)

Closing date: 15.03.2026
Location:
Cardiff, Colwyn Bay or Carmarthen
Salary: £28,902 - £32,322
Hours: Full time

Posted by: sarallewelyn

Help us support the arts in Wales

Read more

Opportunity:

Animation Production Skills

Closing date: 19.03.2026
Location: Central Cardiff
Salary: -
Hours: Full time

Posted by: Cloth Cat Academy

Animation Production Skills with Jonathan Edwards

23rd - 26th March 2026 (9.30am - 4.30pm)

Read more

Jobs and opportunities | Creative Cardiff

Arts Enablers (4 Roles)

Salary: £28,902 - £32,322
Location: Cardiff, Colwyn Bay or Carmarthen
Hours: Full time
Closing date: 15.03.2026

Posted by: sarallewelyn

Date: 23 February 2026

Help us support the arts in Wales

Do you want to work in the arts and help support the musicians, theatres, artists and communities that make Wales's culture what it is? If the arts inspire you — whether through music, theatre, visual arts, working with young people or any other creative practice — we'd love to hear from you. We understand that experience can come from many places: volunteering, your own creative work, study, community projects or supporting events. You don't need to have worked in an arts organisation before; what matters most to us is your interest in the arts and willingness to learn.

About this role

We are recruiting four Arts Development Enablers, one for each of the following areas:

- Music
- Visual Arts
- Theatre, Performing Arts & Touring
- Young People & Skills

In your application, we'll ask you to tell us which of these areas interests you most. You don't need professional experience — just share what draws you to that art form and why. This role is more than just admin. As an Arts Development Enabler, you'll be part of an artform team working in theatre, music, visual arts, dance, or community-based projects. You'll contribute to exciting projects, support your team with day-to-day work and gain real insight into how arts funding and development happen in practice. You'll see firsthand how funding decisions are made, how applications are assessed and understand what drives Welsh arts organisations, as well as the challenges they face. Within this role, you'll develop practical skills, build sector knowledge, and grow the confidence to shape your career in the arts.

Your main responsibilities will include:

- helping to organise meetings, visits and events
- supporting team administration
- keeping accurate records
- answering enquiries
- learning how funding decisions and arts development processes work

Who we're looking for

We're looking for people who:

- are organised and can manage their time
- communicate clearly with others
- are comfortable using IT software
- enjoy being part of a team
- are interested in arts and creativity
- willing to learning new things

Our commitment to inclusion

We're looking for fresh perspectives and new voices – whether you're D/deaf, disabled, neurodiverse, from different cultural and ethnic backgrounds, from the LGBTQ+ community or have taken unconventional paths to get where you are. Your lived experience matters here.

We are a Disability Confident Employer, committed to interviewing all disabled applicants who meet all essential criteria set out in the person specification. We'll support you as you settle into the organisation, even if some things are new to you. During your induction, you can also receive mentoring or training if you need it.

Arts Enablers (4 Roles) | Creative Cardiff

Animation Production Skills

Salary: -
Location: Central Cardiff
Hours: Full time
Closing date: 19.03.2026



Posted by: Cloth Cat Academy

Date: 6 January 2026

Animation Production Skills with Jonathan Edwards

23rd - 26th March 2026 (9.30am - 4.30pm)

Managing an animated production requires thoughtful planning, an understanding of the artform and creative problem solving. Launching with an overview of project types across 2D/CG/Stop Motion, and combined as series, feature, shorts and title sequences, this course will initialise with the Pre-Production stage. From pitch and commission, the course will go through establishing a strong creative workflow; matching with a resourceful production structure to anticipate and build a process that syncs project, crew and client with a solid foundation for the full production and post stages and the cyclical links between the departments.

Using a specially crafted example of animation production for the workshop, we can illustrate and inform our learning as we progress with a structured workflow, maintain a running edit and test against possible scenarios to anticipate and resolve. These will be matched with breakdowns of existing animation projects at key stages of the process to positively understand and anticipate successful outcomes.

All the way through we'll look at how production management needs to support the project, the crew and the client, along with the fiscal and mental responsibilities that can benefit yourself and everyone involved.

- Workshop held in an established animation studio.
- Includes full overview of in-house and post production facilities.
- Ideal for production candidates new and experienced as well as candidates from creative/other connected industries.
- Benefit from direct, in-person training from an experienced industry professional.

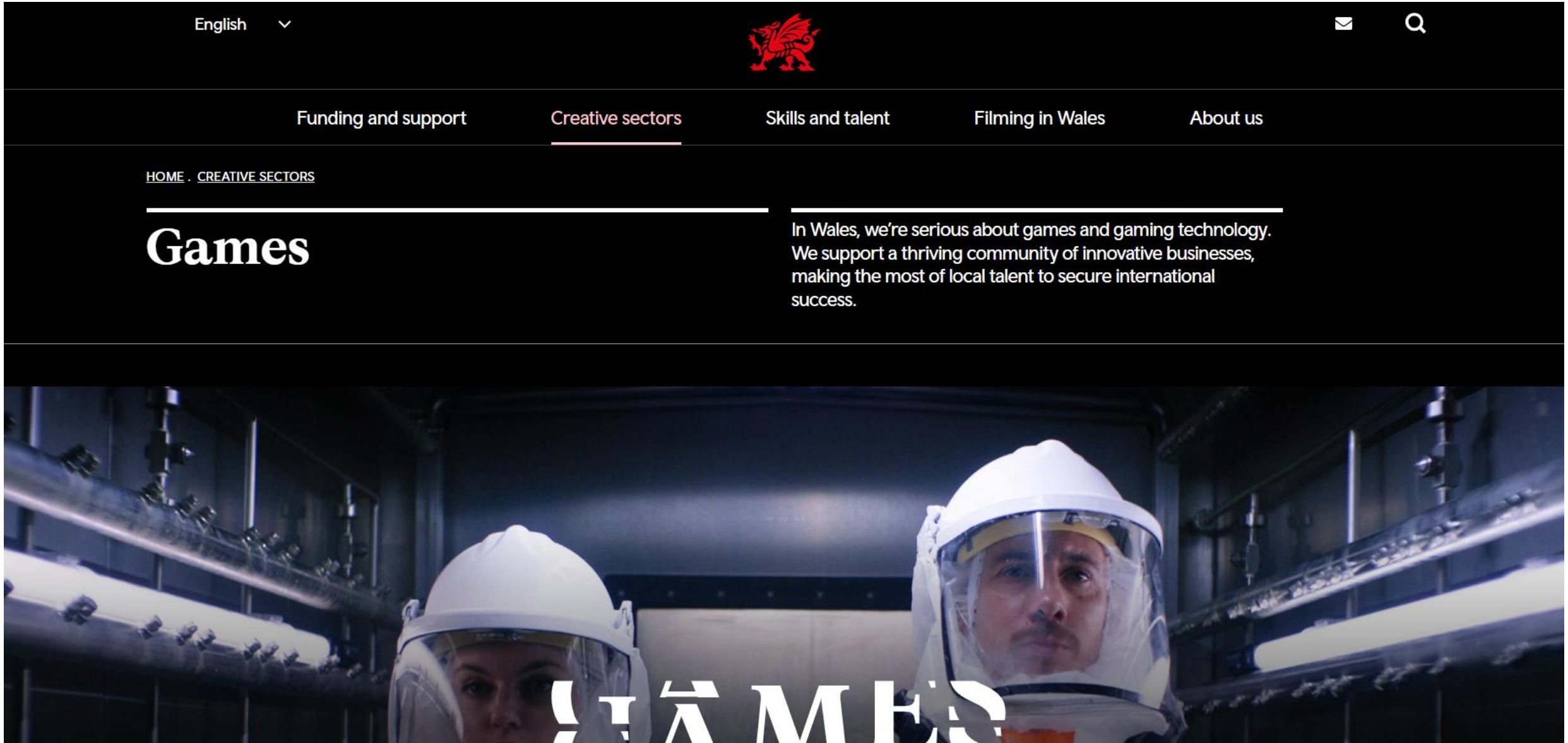
Course cost: £500 + VAT

A 50% discount is available to Welsh residents via Creative Wales. Visit our website to learn more about the course and to find out if you're eligible for any professional development funding.

https://clothcat.com/academy/animation-production-skills-with-jonathan-edwards-...

[Animation Production Skills | Creative Cardiff]

[Games | Creative Wales]



Welsh Developers in Video Games

This page lists video game developers known to be based in or come from Wales.

WELSH DEVELOPER	LOCATION
Arberth Studios	Teifi Valley
Bird in Sky	Prestatyn
Cloth Cat Games	Cardiff
Copa Gaming	Cardiff
Dakko Dakko	Cardiff
Ddraig House Game Studio	Meifod
Deceptive Games	Abercynon
Dragon Scale Studios	Cardiff

Welsh Developers in Video Games | Wales in Games

Free Range Devs	Wrexham
FreeGames	Llanfairfechan
Galaeth Games	Wales
Games At Dusk	South Wales
Goldborough Studio	Lawrenny
Hotel Outlaw	Swansea
Huw Millward	Cardiff
Merlin Game Studios	Cardiff
Mochi Mode	Cardiff
Outer Pixels	Holywell
Pill Bug Interactive	Pontyclun

Welsh Developers in Video Games | Wales in Games

Psyanotek	St Asaph
Pug Fugly Games	Wales
Quay Games	Cardiff
Rambi_PorkChop	Caerphilly
Rarebit Studios	Llanfairfechan
Reality Boffins	Llanfairfechan
Runwild Entertainment	Caerphilly
Sega Amusements International	Cardiff
Skyline Studios Games	Cardiff
Space Colony Studios	Cardiff
Spacepiano Games	Llanblethian

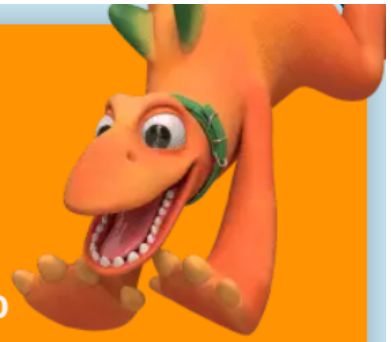
Wales Interactive	Penarth
West Coast Software	Aberystwyth
Worldviper Studios	Cardiff
Y Cylch Games	Pontypridd
Yetibytes	Carmarthen



[Bumpybox - Cardiff Based Indie Animation Studio]

3D Character Animation

Our expert animation team can take a character design through the 3D workflow from modelling through to rigging, look development, animating and final lighting scenes. Whether you're looking for a studio that can handle the whole process or supplement your own pipeline we can provide you with animation packed with character and charm.

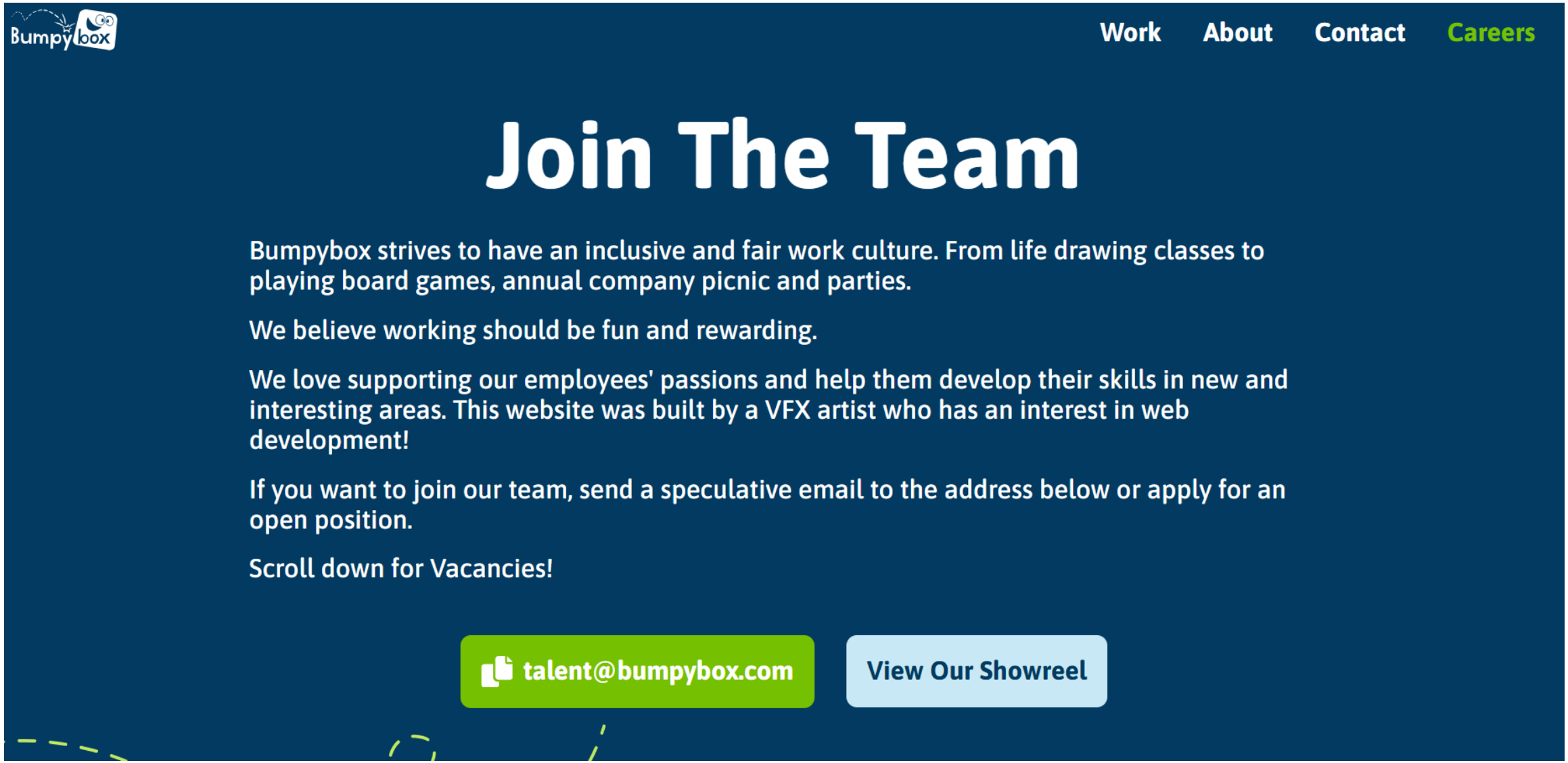


TV & Film

Visual Effects

2D Compositing

Bumpybox - Cardiff Based Indie Animation Studio



Work at Bumpybox!

Drop Us A Line

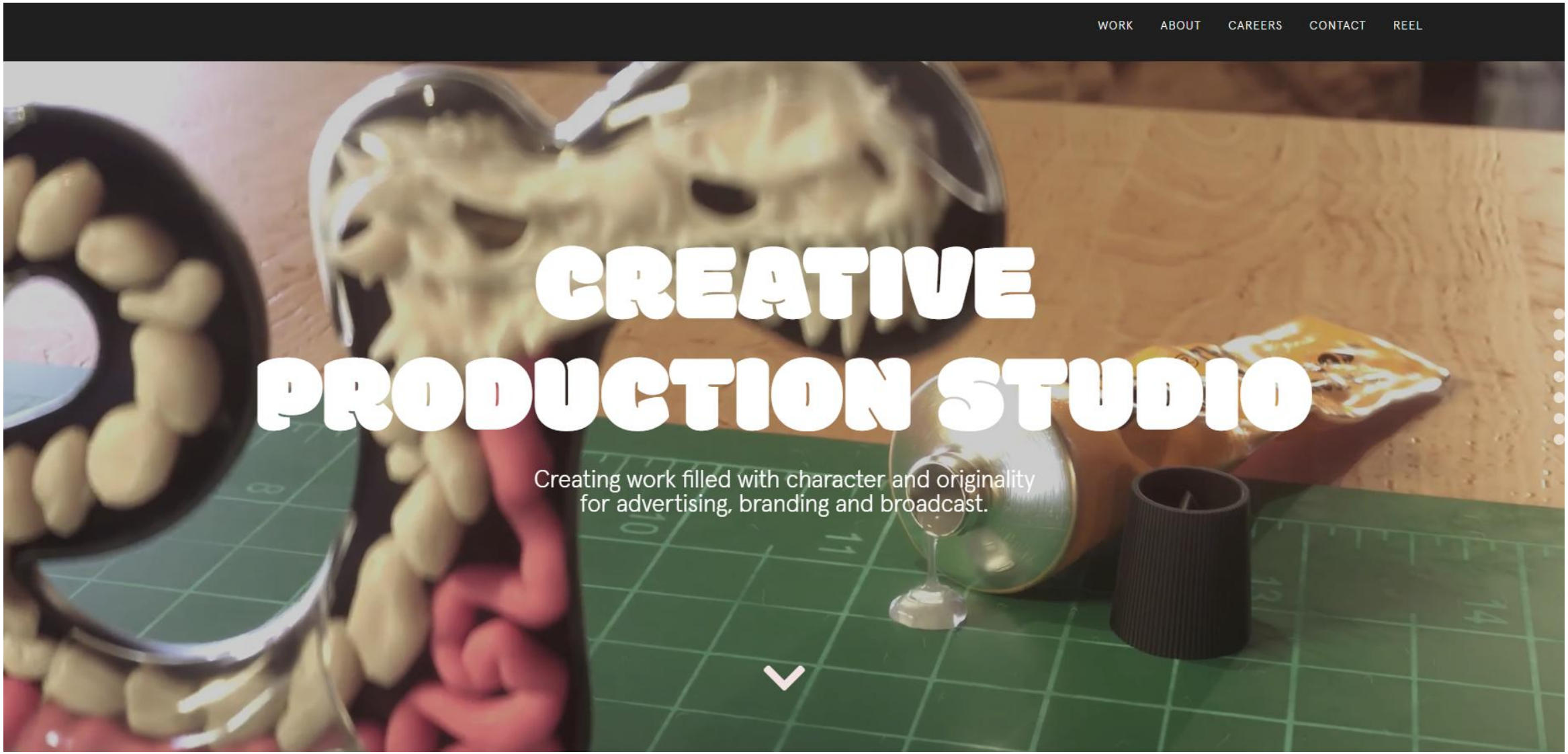
Portland House
Cardiff
CF10 5EQ



info@bumpybox.com

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Registered in England and Wales, Company Number: 7691801, VAT Number: GB 254 1893 91

Work at Bumpybox!



[Home - Bomper Studio]



CAREERS

We're always on the hunt for the best and brightest to join our team, both full-time and freelance! If you don't see a relevant opening below but still want to get in touch, feel free to contact us directly. If you are happy for us to keep your CV and reel on file, please let us know in your covering letter. This will allow us to contact you if your skills and qualities look like a good match for any future positions.

About Bomper:

Bomper is an independent production studio, creating work filled with character and originality. The team is made up of talented in-house artists, illustrators, animators and producers. Our credo is to constantly embrace our natural-curiosity and challenge our ambitions, by playing with mediums and formats, in crafting our best work. And of course, having a lot of fun along the way.

Our team is highly passionate about creativity and innovation, underpinned by a willingness to help others develop. It is a fun and energetic environment that really comes to life when we are in production.

The past few years have been exciting for Bomper. The studio released their first short film *'Coffee Run'*, a music video for Grammy-nominated artist, Tyler Childers' *'Country Squire',* and directed TWO animated music video for Foo Fighters *'No Son of Mine'* and *'Chasing Birds'*, alongside lots of other diverse and interesting projects.

We know that it's everyone's ideas, talent and energy that will keep Bomper shining in the years ahead and we're committed to developing our craft to bring even more rewarding opportunities, so it's an exciting time to join the Bomper team.

CAREERS - Bomper Studio

Animation

Character designer

Also known as: 2D character designer



What does a character designer do?

Character designer (also known as 2D character designer) in the animation industry - ScreenSkills

Character designers visualise and create the look of individual characters. They work from descriptions given to them by the director. These might include notes on a character's personality as well as physical traits. Character designers take inspiration from the script and concept art to design characters. They communicate the characters' personalities through artwork of facial expressions and physical poses.

Character designers carry out research into the anatomy of characters and relevant fashion styles to inform their work. This role relies heavily on drawing ability. Characters are drawn on paper or digitally. Character designers create a variety of designs, usually including multiple designs for a single character. They present these to the director and address any of the director's feedback to achieve a result that they are happy with.

Once a design has been approved, character designers create 'model sheets' which show the character from different angles. In 3D animation, these will be used by the modellers to create the characters. In 2D animation, the animator uses the model sheets to ensure each frame of animation is "on model". Storyboard artists will also look at these designs to incorporate them into their work as the project progresses. Character designers are often employed by an animation studio rather than freelancing.

Character designer (also known as 2D character designer) in the animation industry - ScreenSkills

Tools of the trade

These are some of the tools used by professionals:

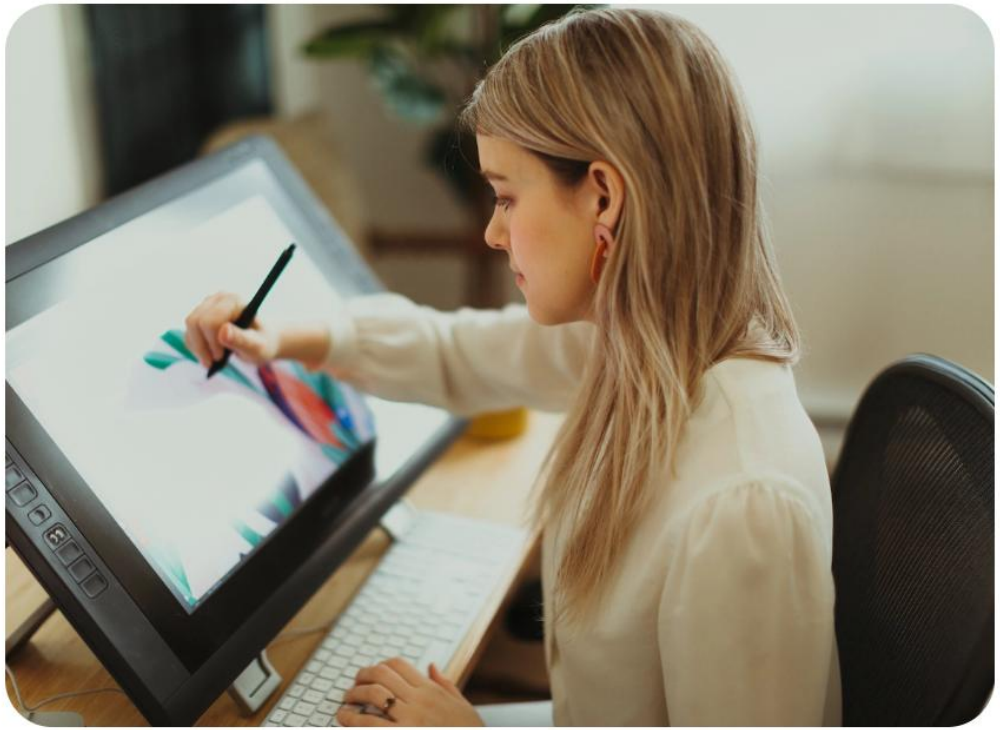
- Image editing software (Adobe Photoshop)
- 3D modelling, sculpting and painting software (Blender, 3ds Max, Maya, Mudbox, ZBrush, Substance Designer, Quixel)
- 2D animation software (TVPaint, ToonBoom Harmony, CelAction)
- Physical art materials: pencil and paper, paint, ink, chalk

You can learn how to model using free software. Go to build your animation portfolio for a list of what's available.

This slide and the two above are for a website called ScreenSkills. They discuss more into the job career I want to get into, so I was looking at their discussions.

Character designer (also known as 2D character designer) in the animation industry - ScreenSkills

Dribbble What are you looking for? Shots Explore Hire Talent Get Hired Community Sign up Log in



Freelance

Build a Career in Freelance Character Design

Learn how to build a freelance character design career. Get advice from freelance character designer Sarah Beth Morgan.

Resources > Freelance

Written by sarah beth morgan • Published on Nov 23, 2021 • Last updated Mar 11, 2024

This is another website I was looking into for my research into what I want to do for my career.

[Dribbble - Discover the World's Top Designers & Creative Professionals]

YELLOWBRICK

ABOUT US COURSES



[How to Kickstart Your Career as a Character Designer - Yellowbrick]

Are you passionate about bringing characters to life through your artistic skills? A career as a character designer could be the perfect fit for you. Character designers play a crucial role in various industries, including animation, video games, film, and advertising.

They are responsible for creating visually appealing and engaging characters that resonate with audiences. In this article, we will explore the top 10 jobs in the character design field and provide valuable insights on how you can succeed in this competitive industry.

How to Kickstart Your Career as a Character Designer - Yellowbrick

[How to Kickstart Your Career as a Character Designer - Yellowbrick]

1. Animation Studios

Working for animation studios is a dream come true for many character designers. Companies like Pixar, Disney, DreamWorks, and Nickelodeon are known for producing some of the most iconic animated films and TV shows.

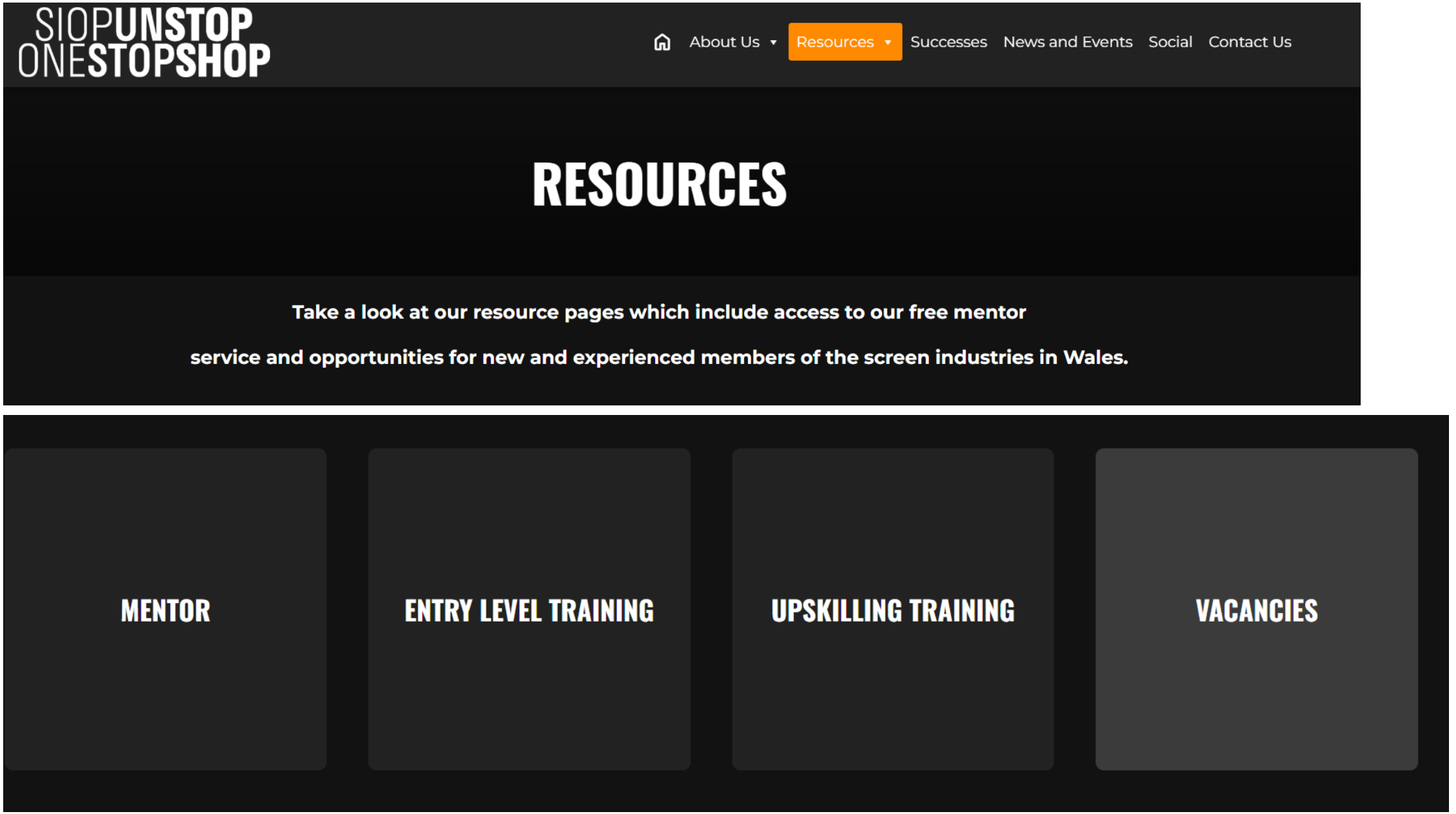
As a character designer at an animation studio, you will collaborate with a team of artists to develop unique and memorable characters that drive the narrative of the story.

2. Video Game Companies

The video game industry offers exciting opportunities for character designers to showcase their creativity. Game development studios such as Electronic Arts, Blizzard Entertainment, and Naughty Dog are always on the lookout for talented artists who can design compelling characters for their games.

Character designers in the gaming industry must have a strong understanding of game mechanics and player interaction to create characters that enhance the gaming experience.

This slide and the two above are a website called Yellow Brick. They talk about the type of jobs that I am looking to get into.

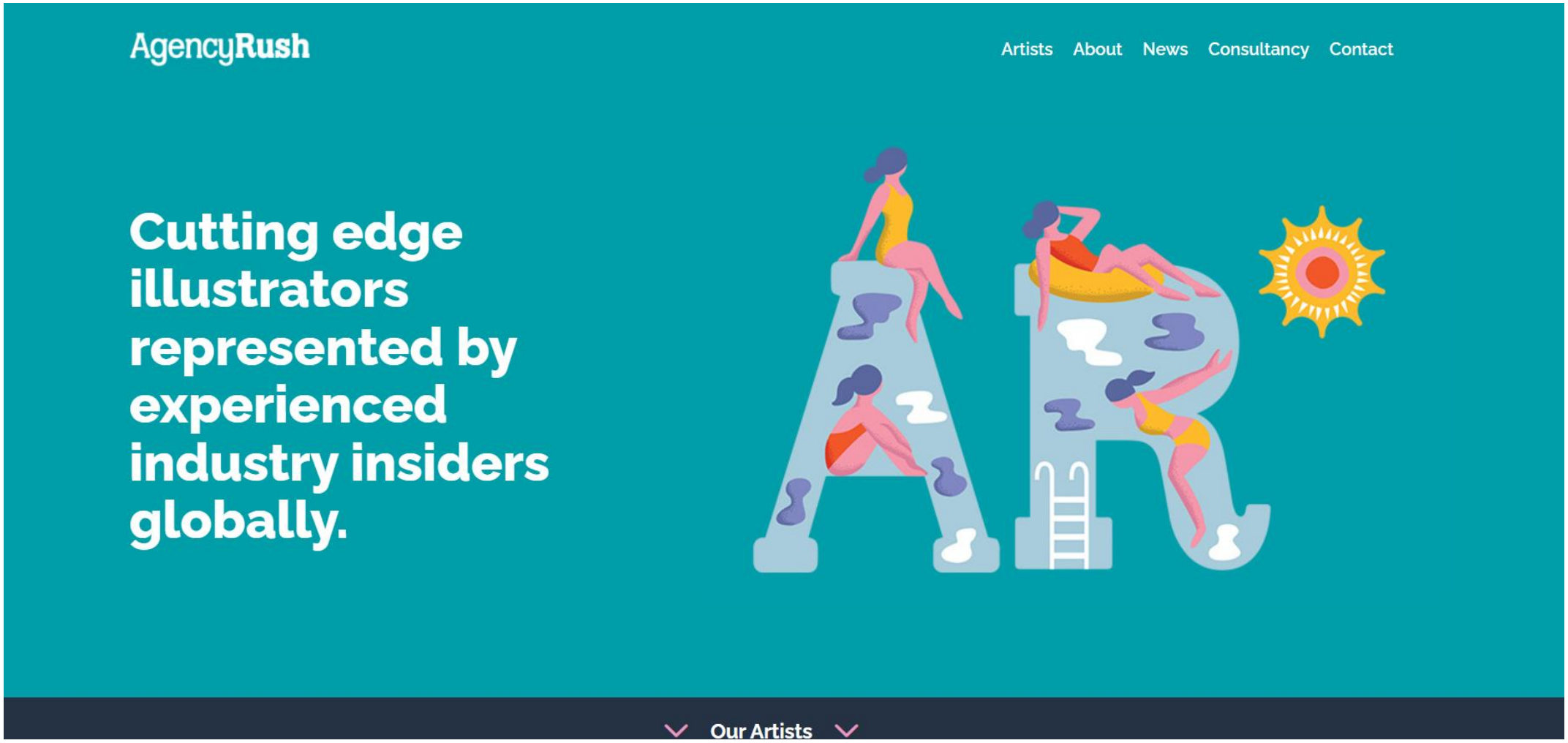


Resources | Siop Un Stop | One Stop Shop

Research into agents:

After doing a bunch of research into what I want to do, I will start to create some research into agents.

I am researching into these agents as I will be looking into potentially attempting to contact one of them.


AgencyRush
Artists
About
News
Consultancy
Contact
Cutting edge illustrators represented by experienced industry insiders globally.
Our Artists

Agency Rush

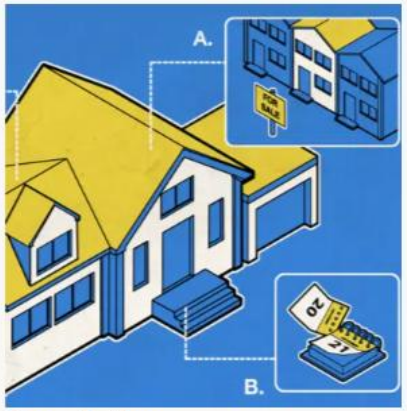
[Folio illustration agency & animation studio | Illustrators for hire]

Folio illustration and animation agency

Illustration Animation Styles Info Blog Shop

Enter your email for Folio's newsletter

Illustration / Animation



Son of Alan


Daniel Atanasov


Ricardo Bessa


Jason Brooks


Sally Caulwell









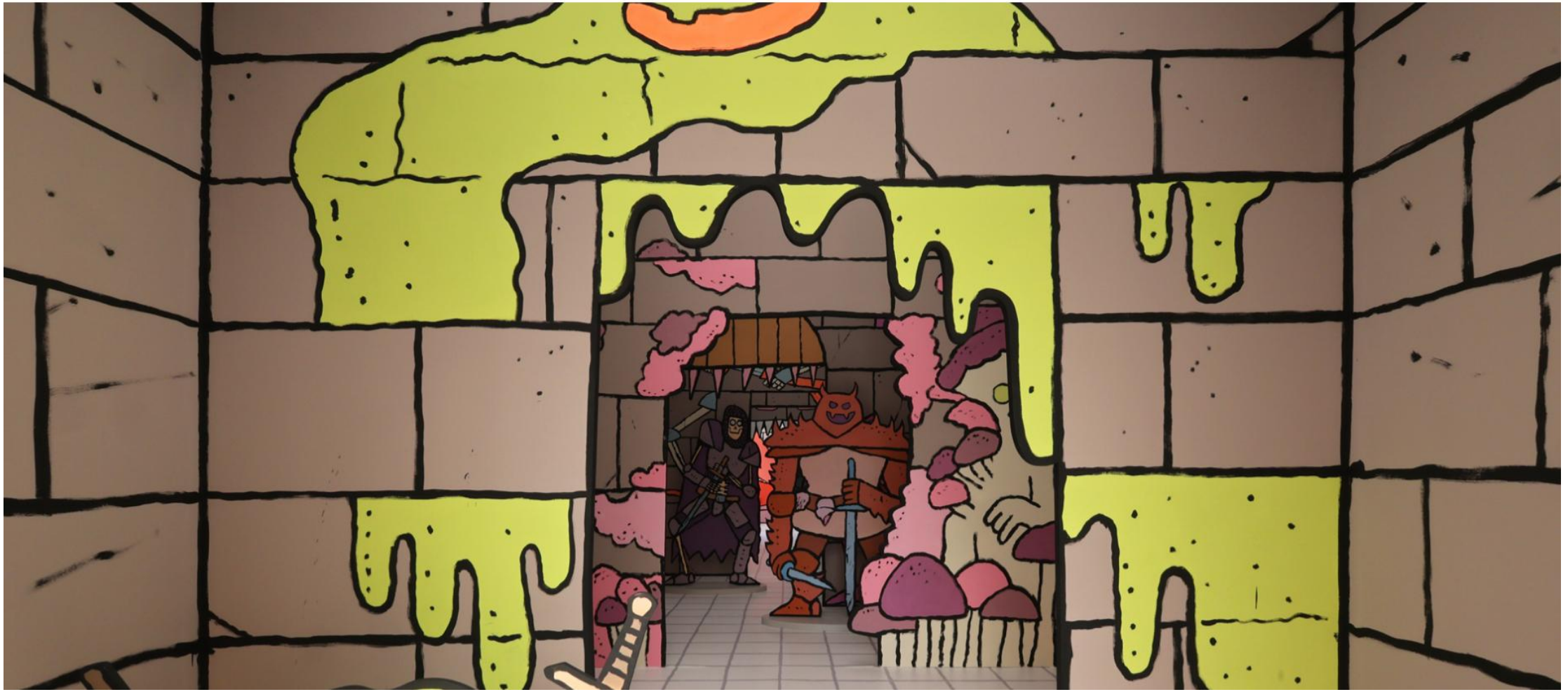


Analysing branding:

This next segment is all about the branding of other illustrators.

I will be talking about the good and the bad segments of each.

I will be doing this as this will help me to set out my own website branding.



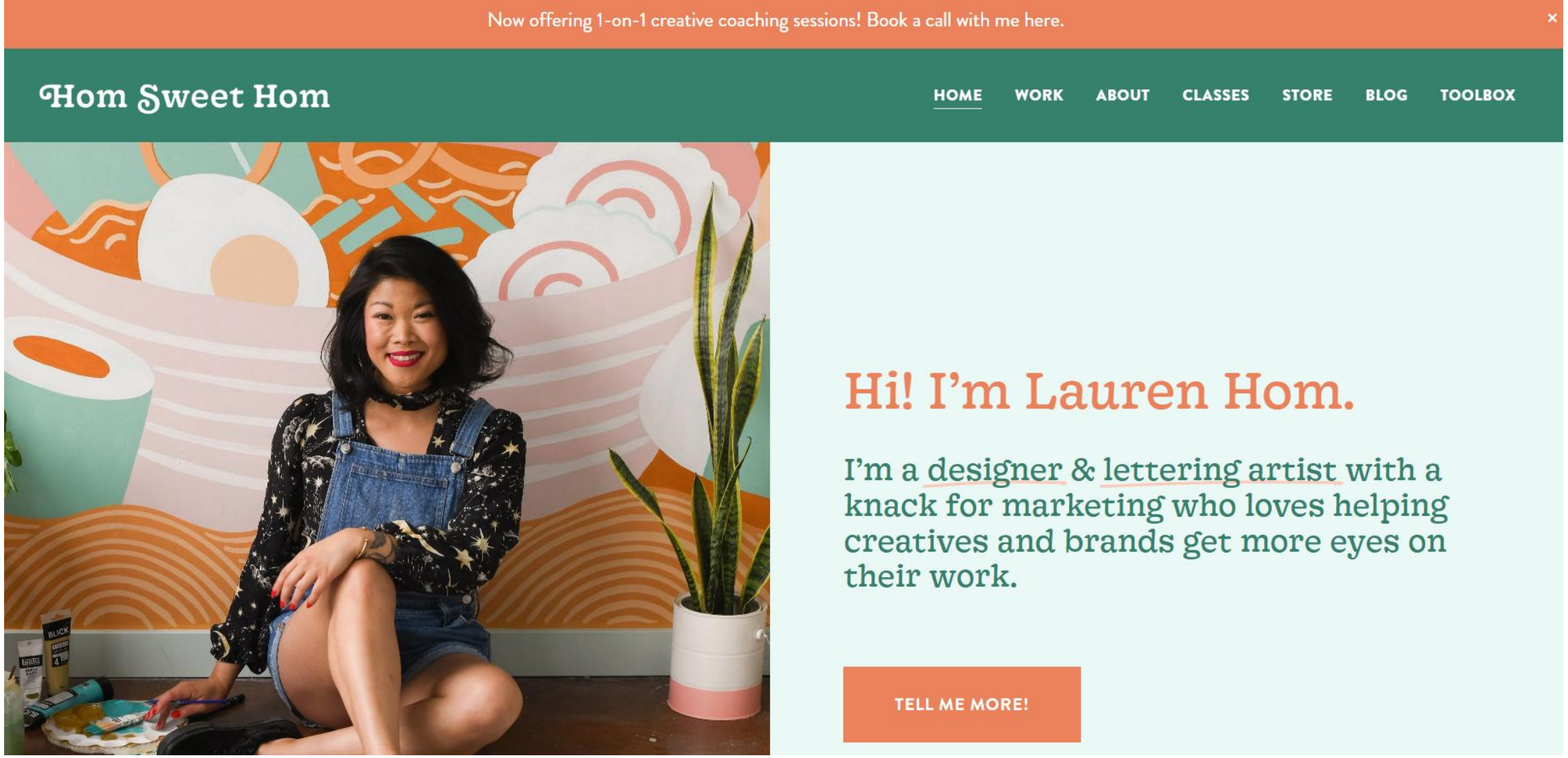
This is an illustrator called Jean Jullien.
The good segments of this is that it was quick loading and it looks intriguing.

Jean Jullien Studio – Visual artist



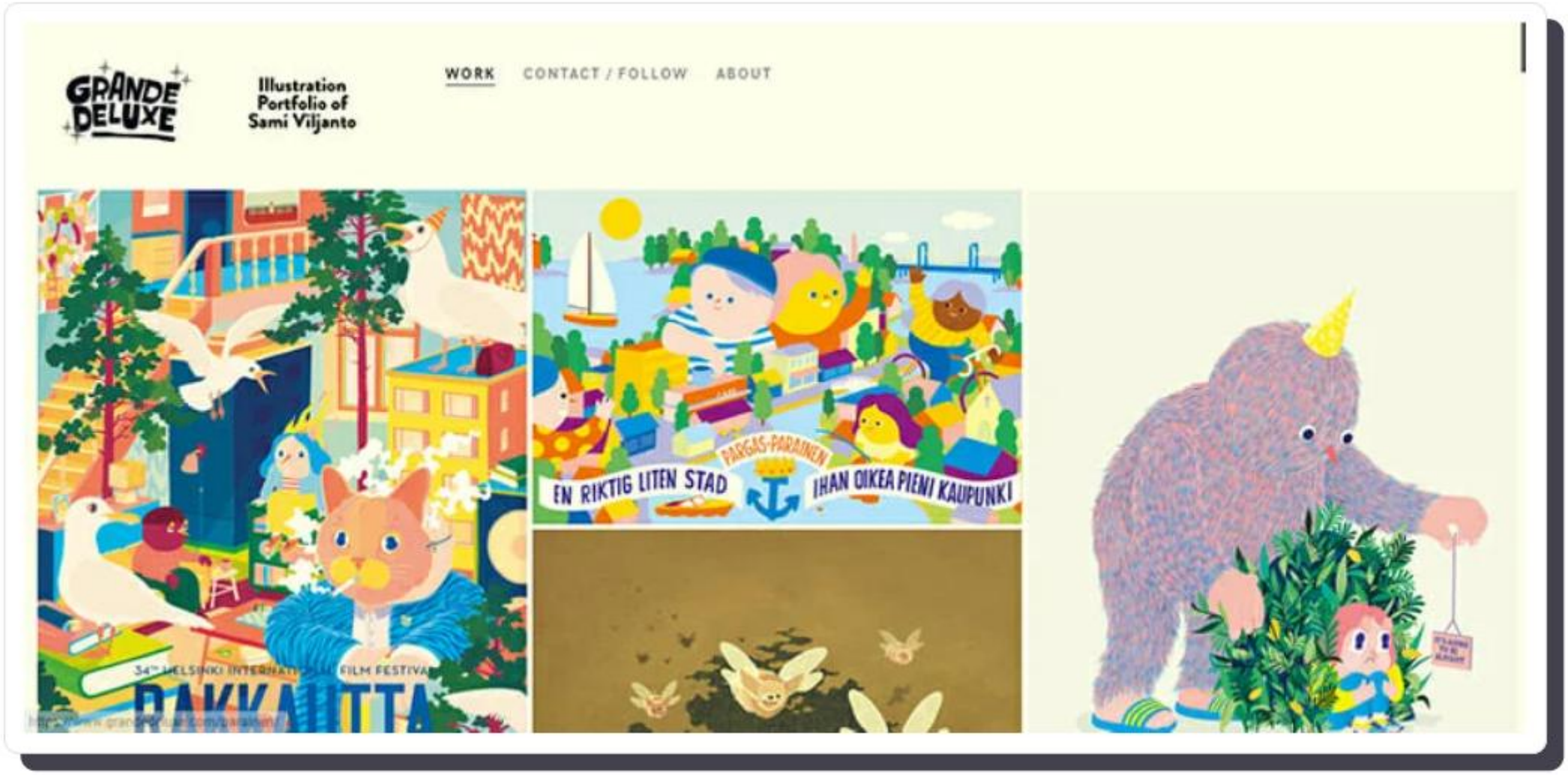
This is an illustrator called Christoph Nienmann.
The good segments of this is that, just like the previous illustrator's website, it was quick loading.
There are a few interesting photos on the front page, and the menu is a drop down on the right.

Christoph Niemann



This is an artist called Lauren Hom.
The good segments of this is that once again, it was quick loading and it looks intriguing. The colour scheme matches and works efficiently and looking at their work, their works seems quite interesting.

Hom Sweet Hom - Design, Lettering, and Food

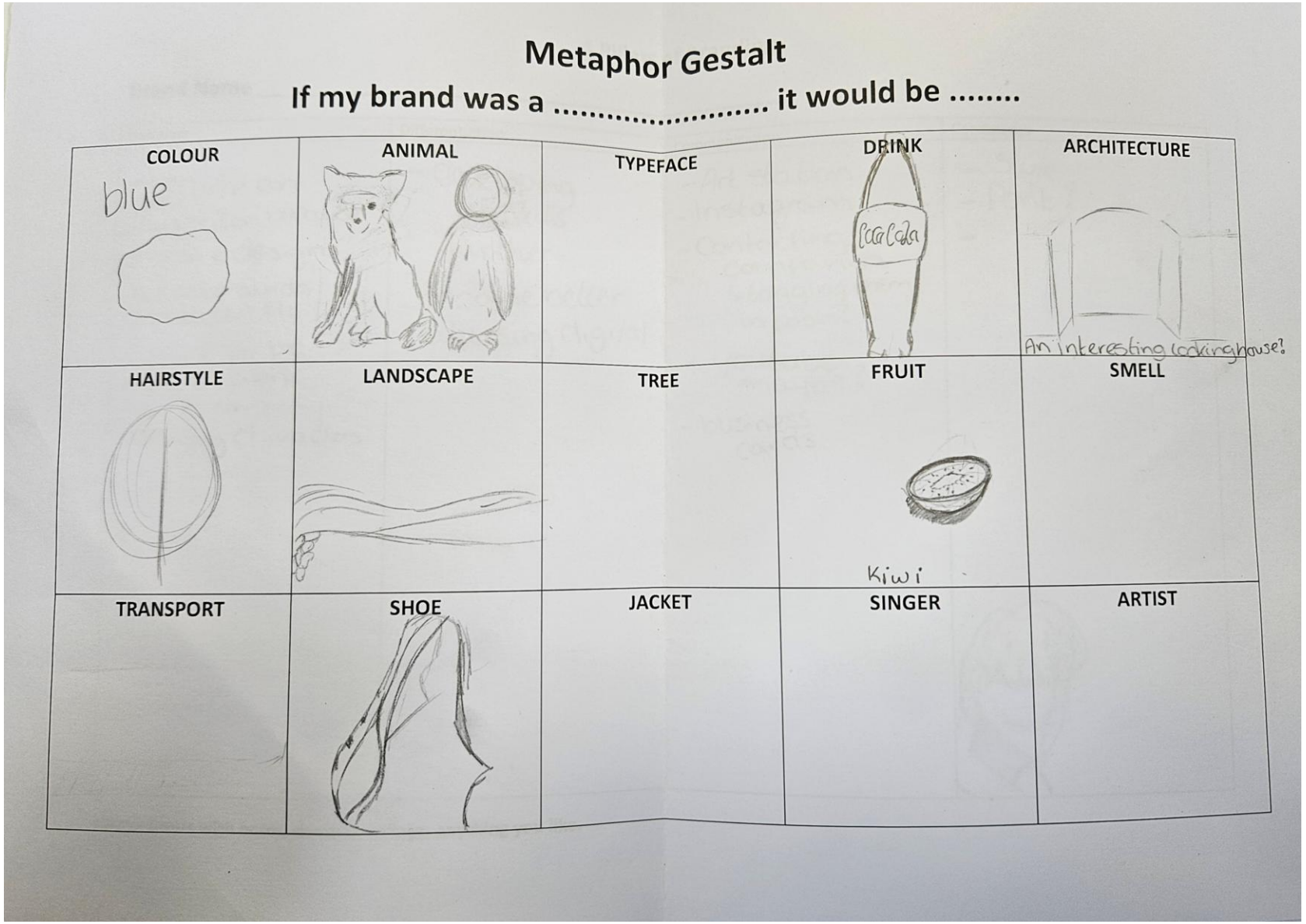


41 Examples of Wonderful Artist Websites (2025 Inspiration)

This is an illustrator called Grand Deluxe.
The good segments of this is that it was quick loading, the colour schemes are good, and it is concise and shows personality.

Task 2: Development

Task 2 consists of a variety of different segments. These tasks are all discussed in their respective segments.



I used this Metaphor Gestalt to help me get a few ideas of what I can base my illustration brand around.

I wrote down some notes and ideas using the 4 Pillars of Branding system which helped me to

4 Pillars of Branding

Brand Name _____

Narrative	Differentiation	Communication	Consistency
-became an illustrator because of game designs ↳ backgrounds, characters etc. - want to be able to work for a company designing characters	- developing my skills further. - became better at using digital	- Art station - Instagram - Contacting companies ↳ tagging them in posts? - youtube maybe? - business cards	- style - font? -



Fill the boxes with notes, doodles, collage, anything you like.

Changemakers: Building your Personal Brand for Sustainable Employment
Personal Branding Exercise

What do you want to be called? Names suggestions???
- Own name?
- nickname?

How will you visually get across you USP in your branding? Ideas and doodles
- Character design → Characters
  → animatronics
  → fish designs?
- traditional → acrylic
- Animation?
- Creating 3D pieces?

How will you make your brand identity memorable? Ideas and doodles
- a logo maybe? →



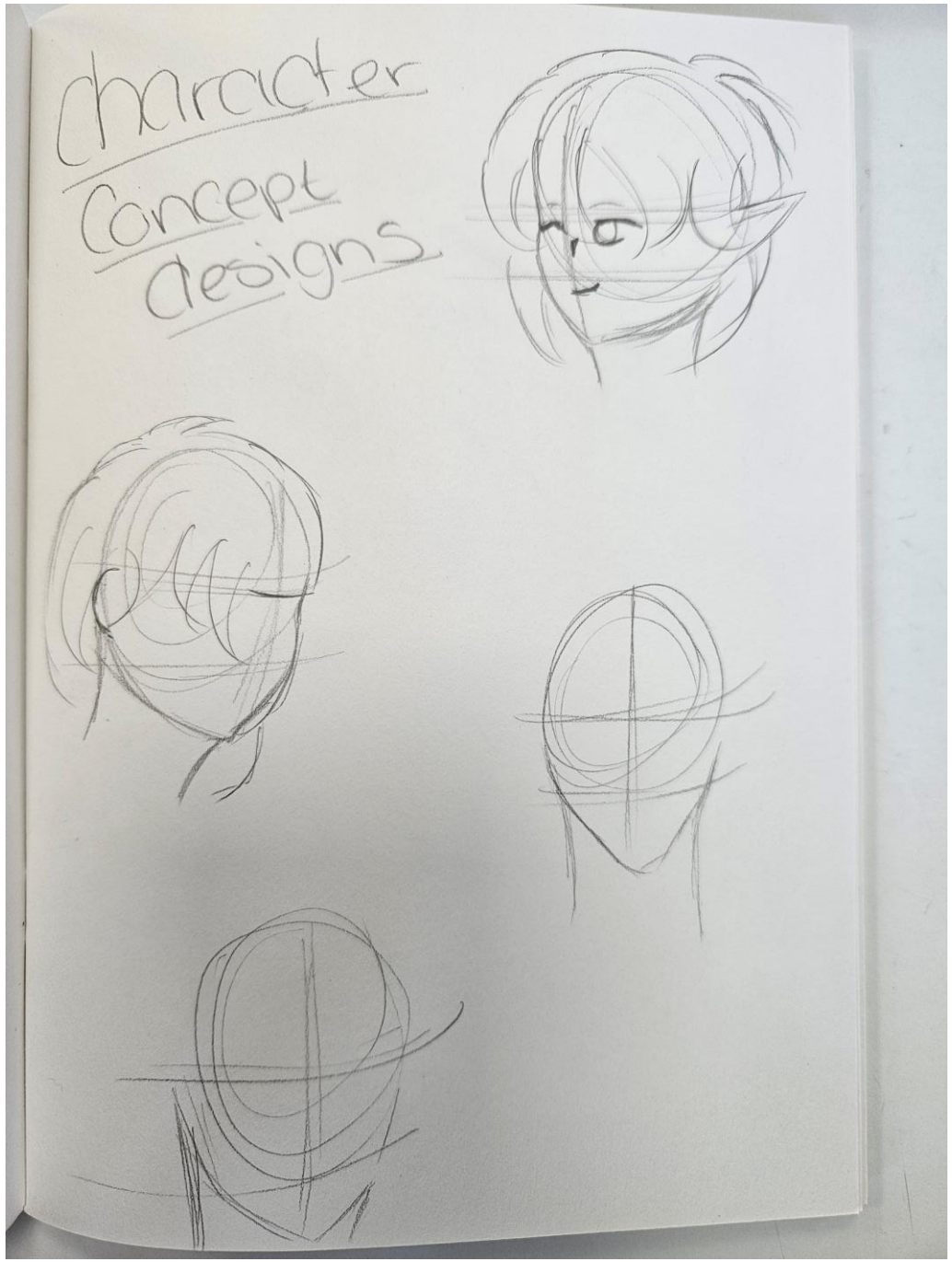
- style
- Signature?

How will you reach your audience? Promotional ideas outline below
- posting
- Getting into contact with game or animation companies?

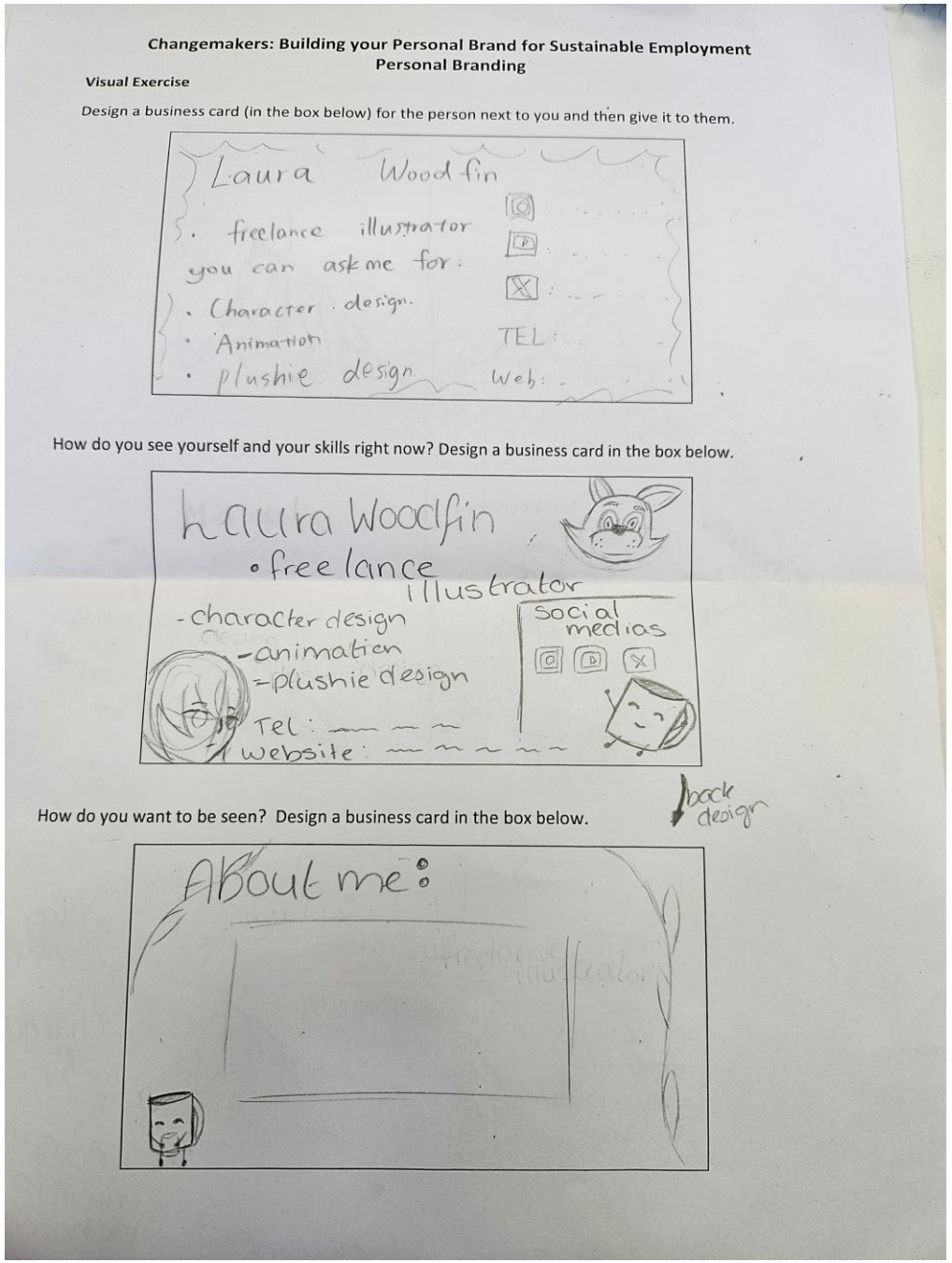
What will be the right promotional strategy for you? Ideas and doodles
- Social media
- Stalls?
-

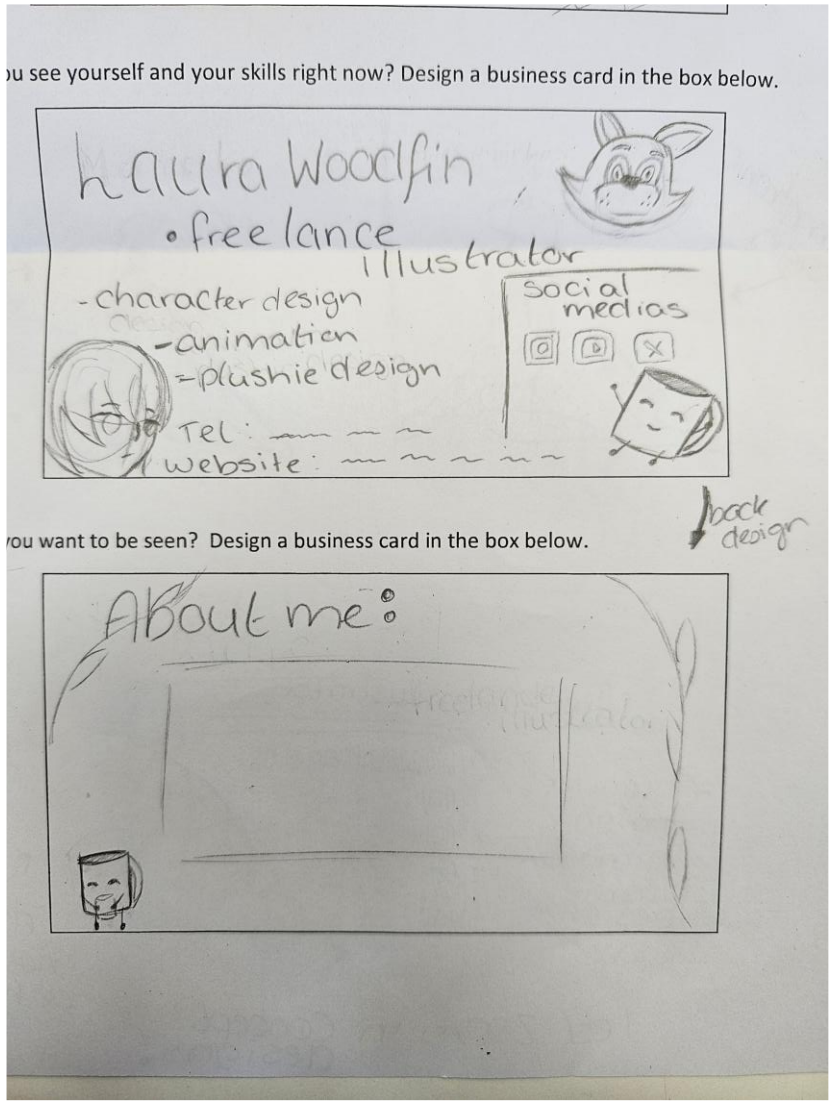
For this task, I was jotting down notes about how my personal branding could be identified and how I can promote.

I started working on some character face designs for my branding.



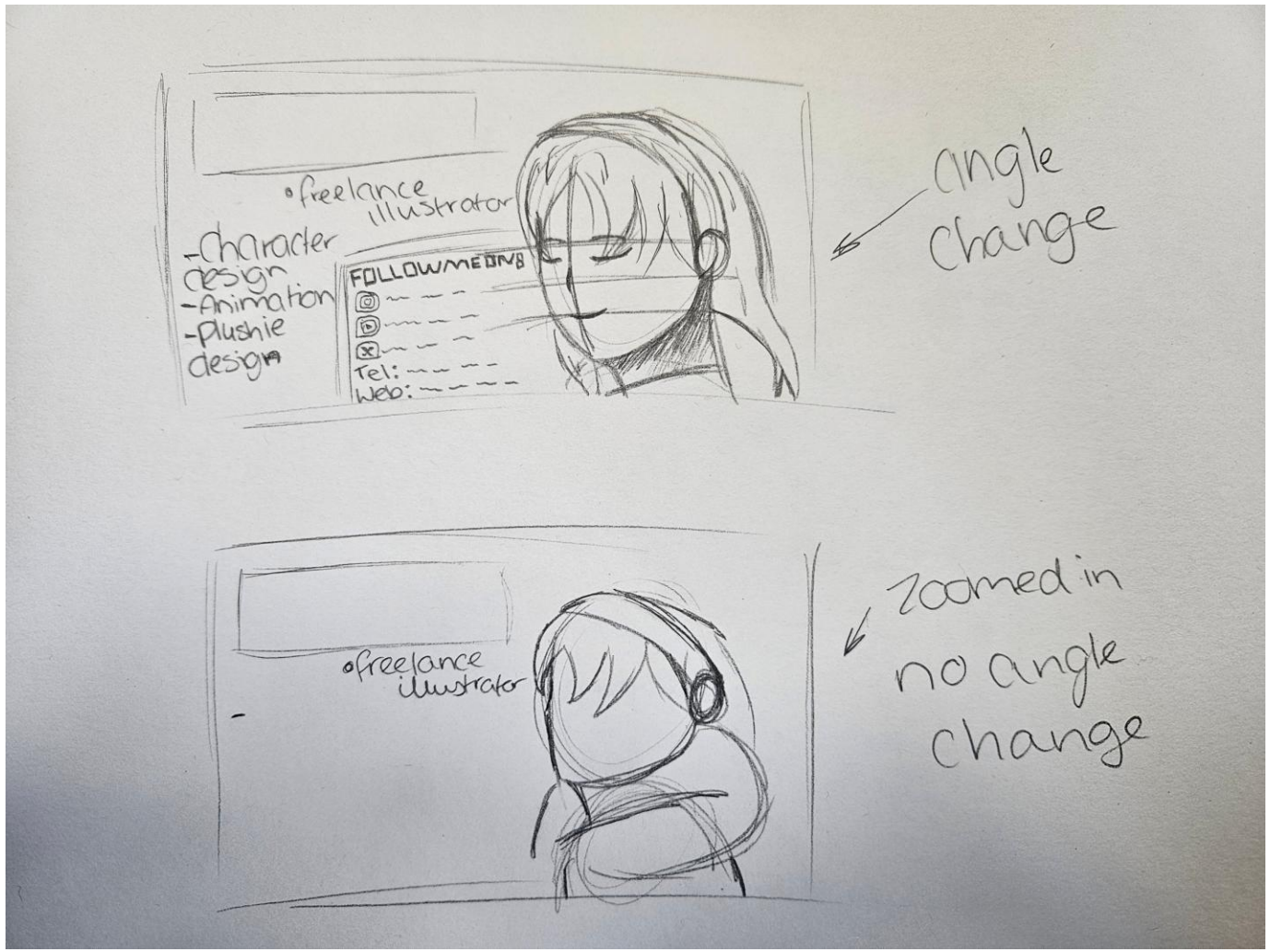
Creating business card:

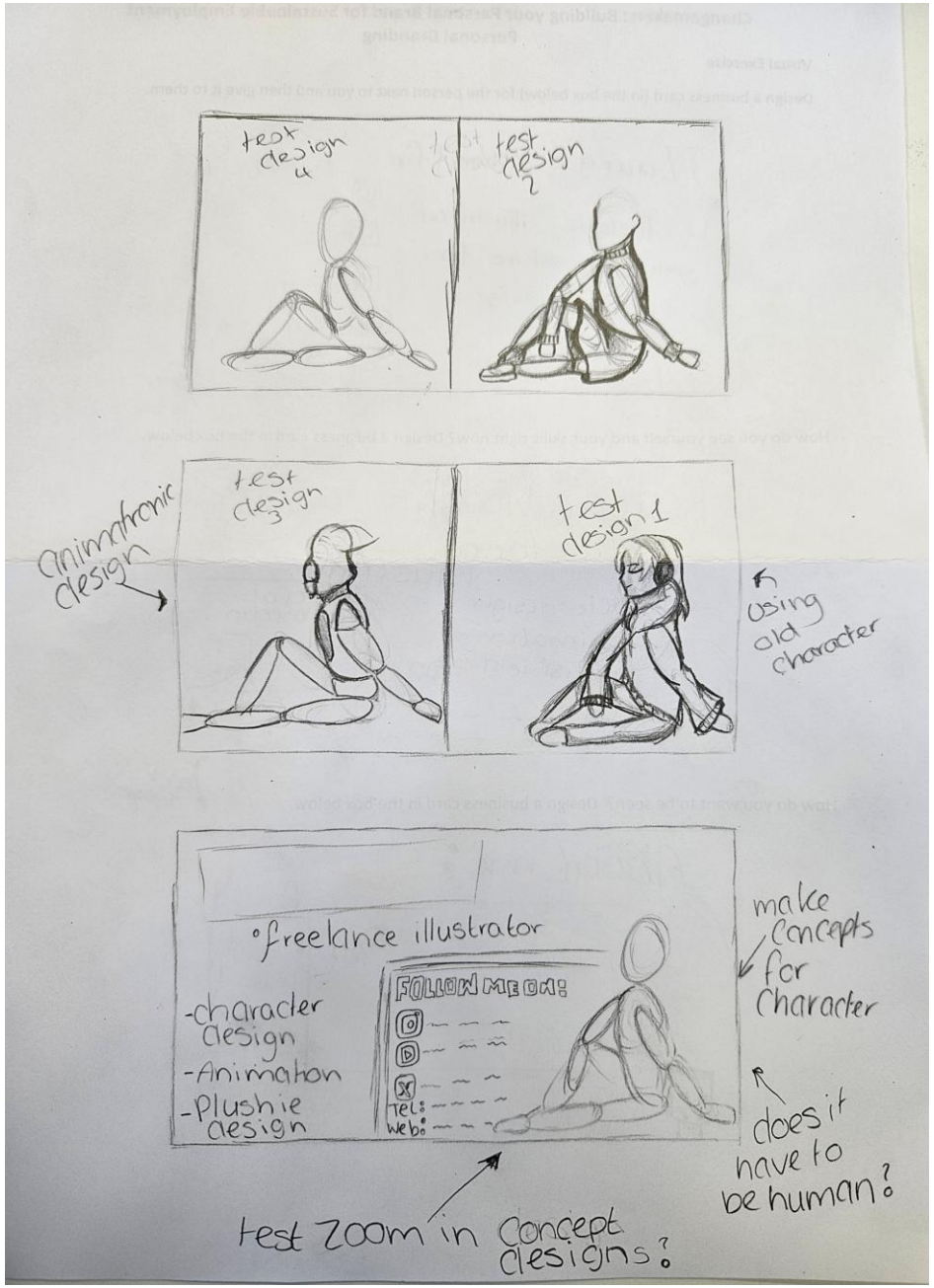


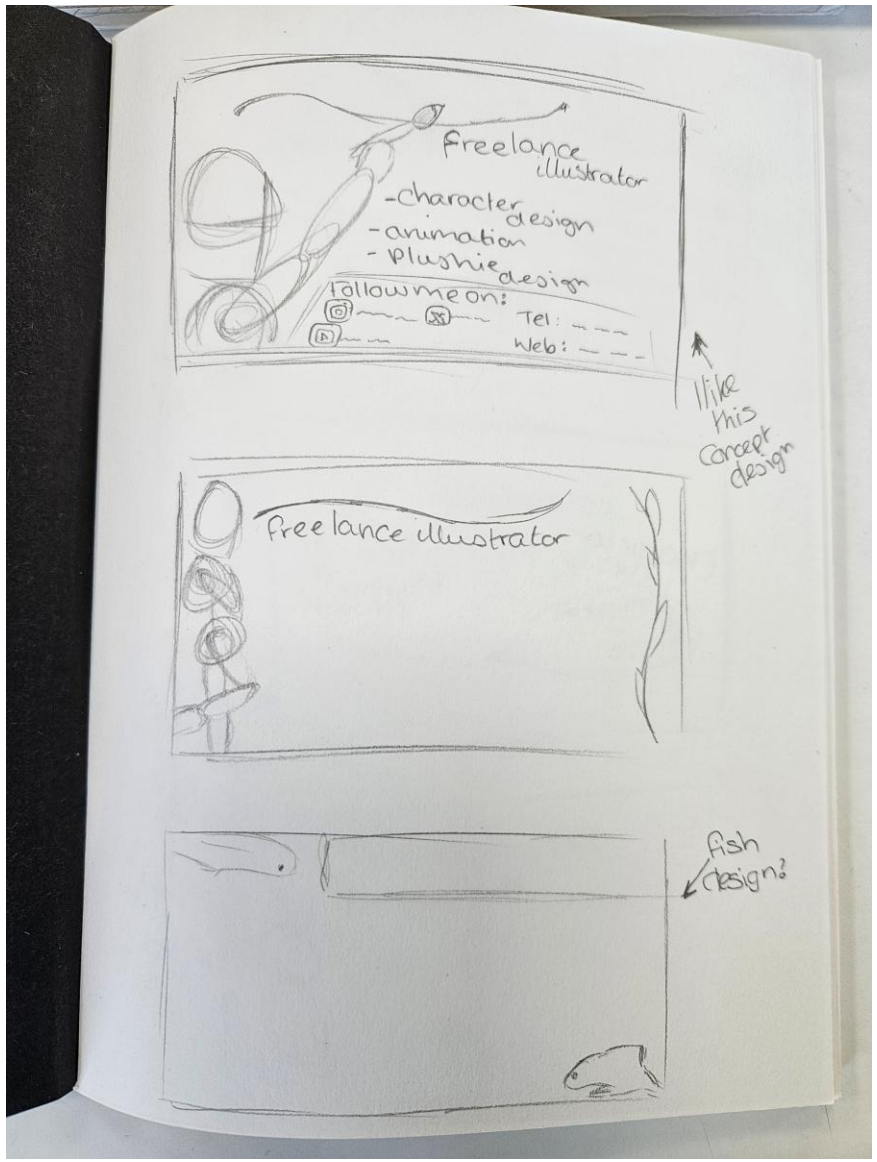


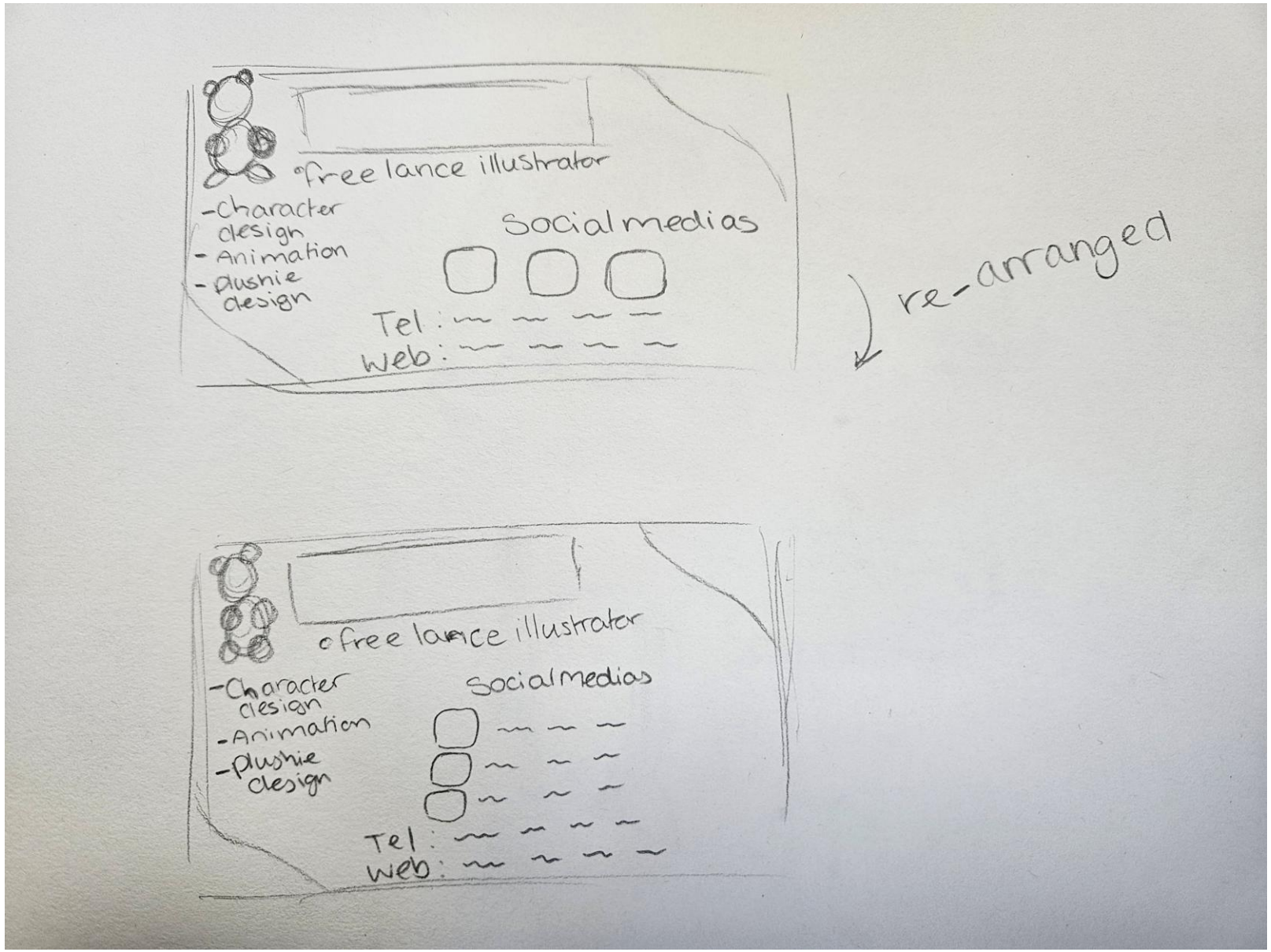
This is when I started working into creating my business card idea. I decided to create multiple concept ideas so that I could visualise how I might want it to look.

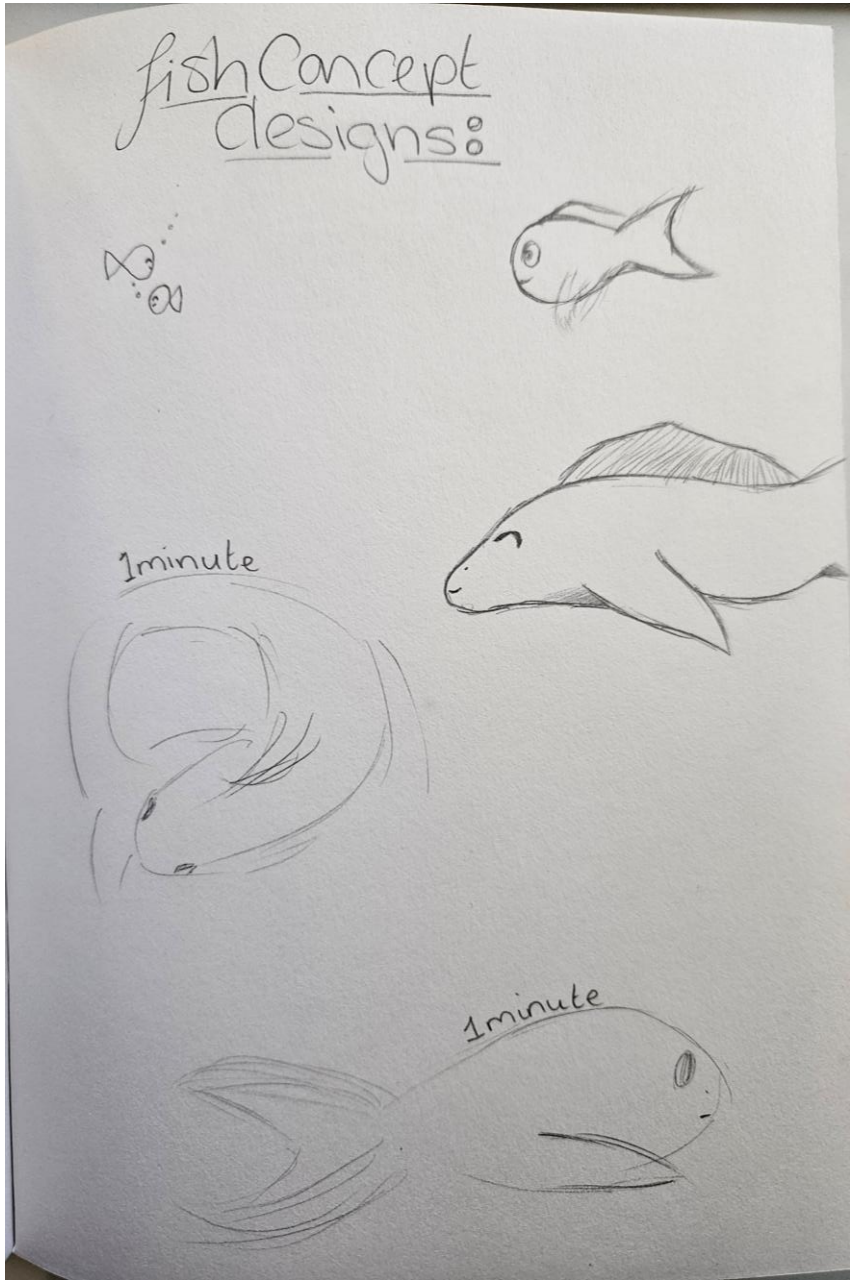
These are some more concept designs I created for my business card.



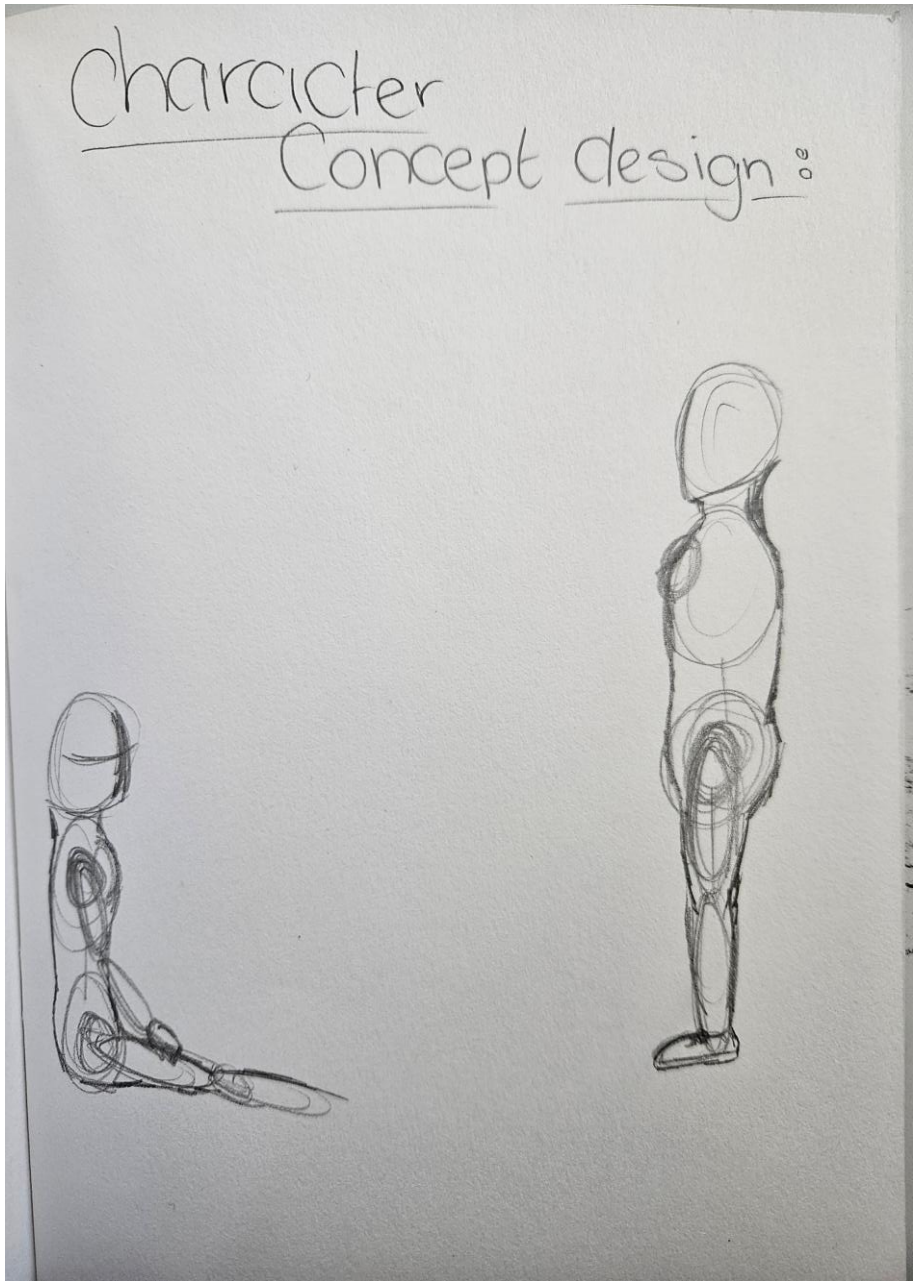


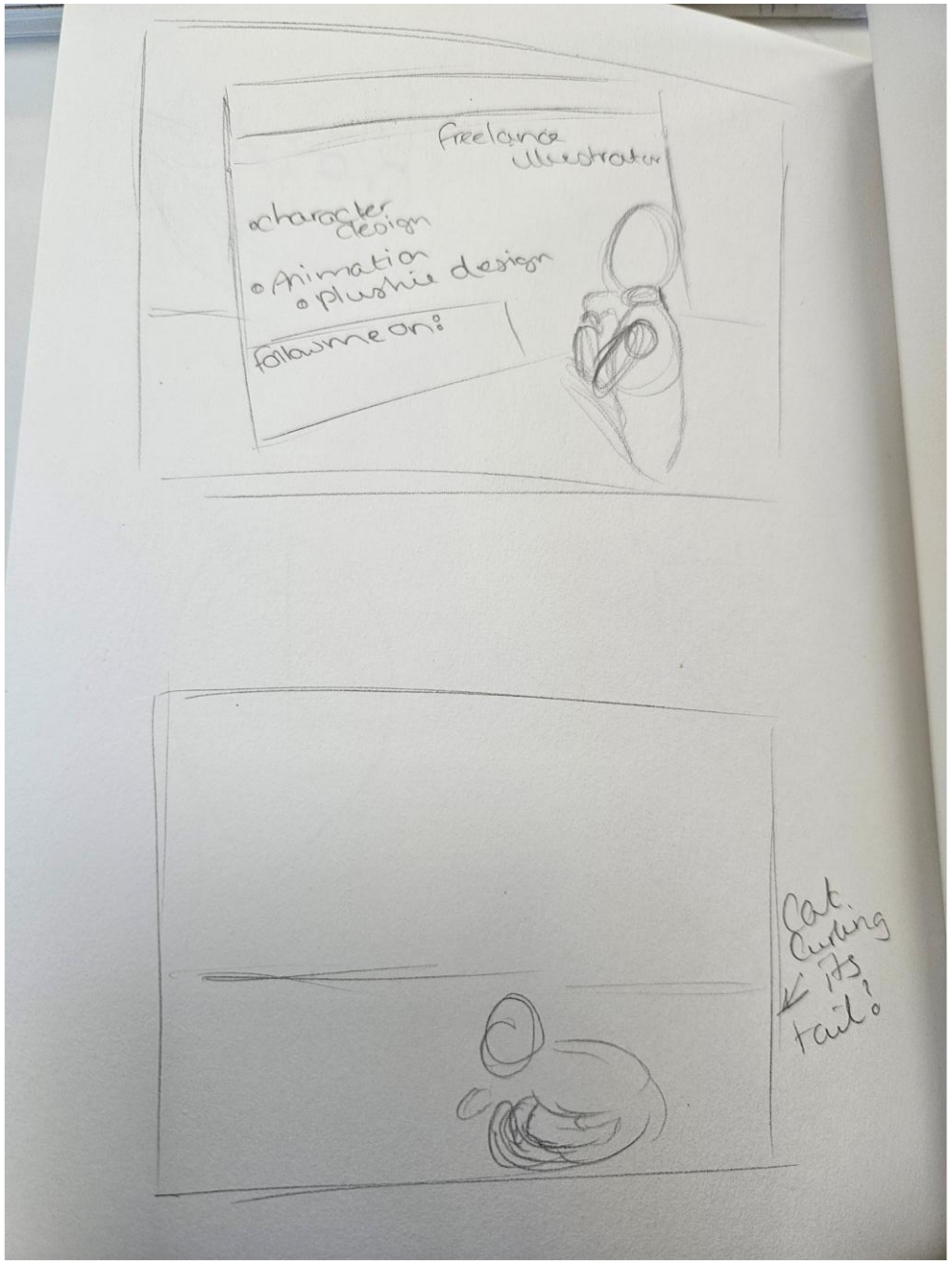

Freelance illustrator
-character design
-animation
-Plushie design
follow me on:
Tel:
Web:
like this concept design
Freelance illustrator
fish design?


freelance illustrator
-character design
- Animation
- plushie design
Social medias
Tel:
Web:
re-arranged
freelance illustrator
-Character design
-Animation
-plushie design
Social medias
Tel:
Web:

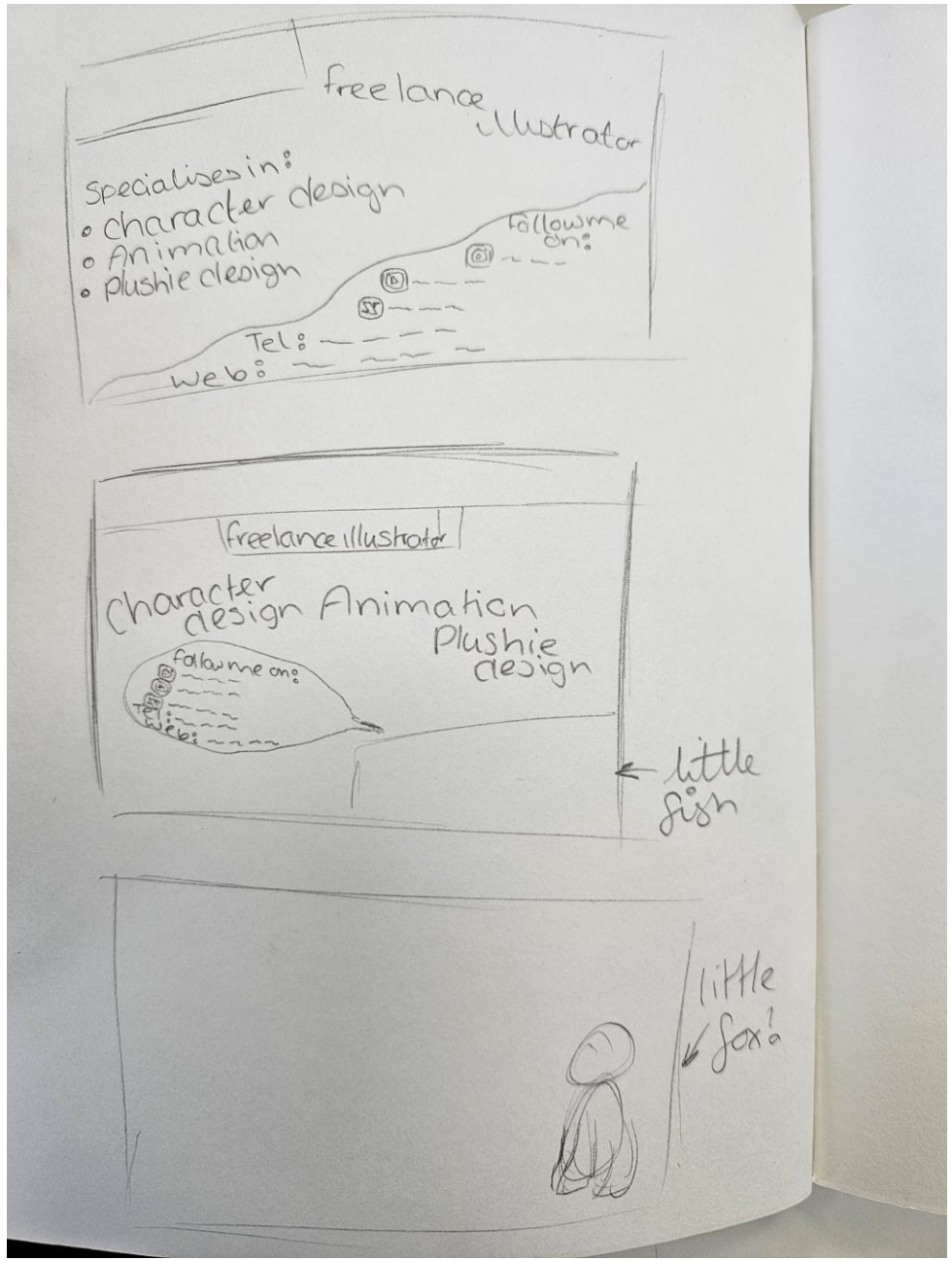


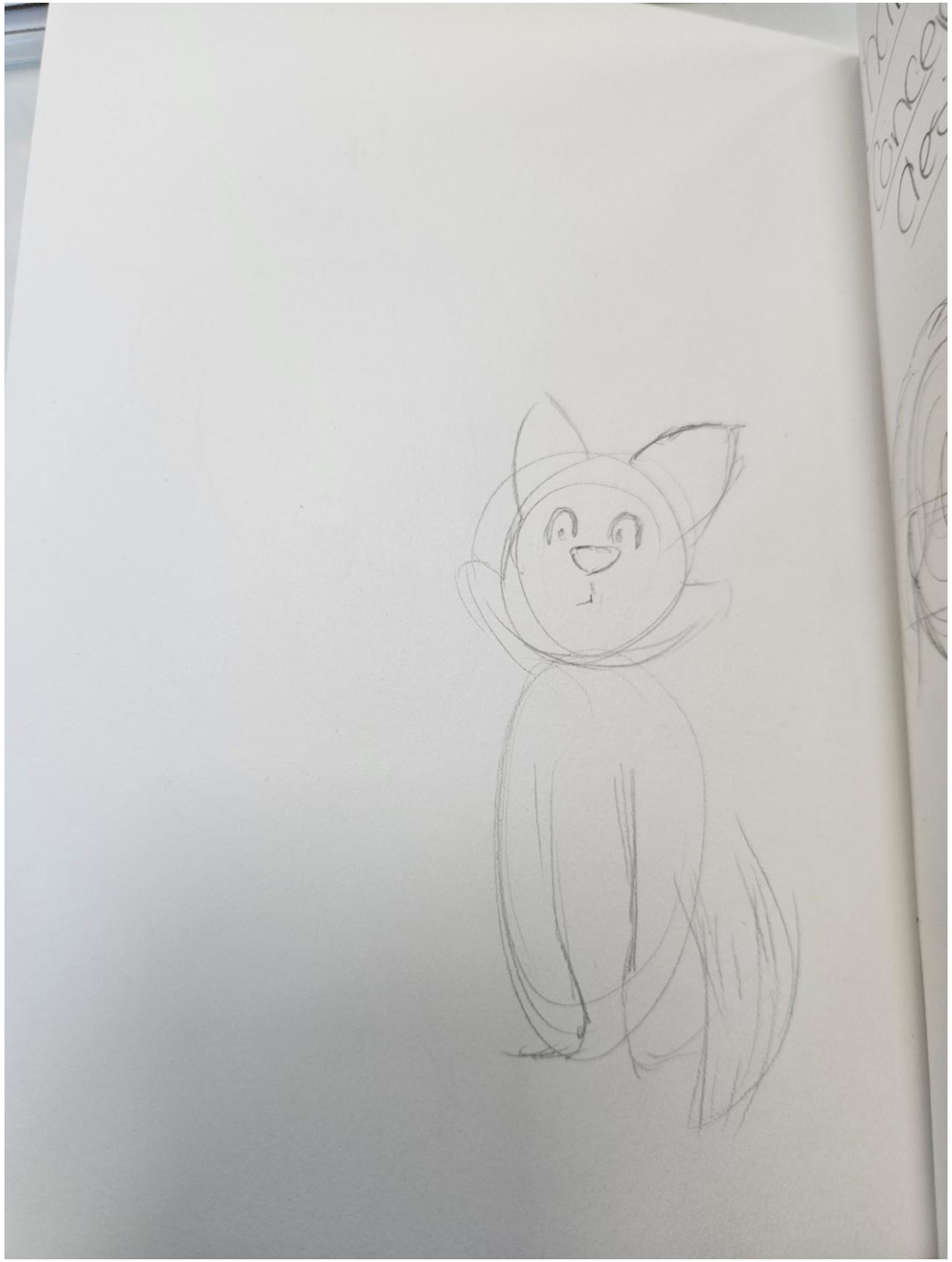
For some of my business card designs, I wanted to test out a few concept designs to go onto them, so I created a fish concept design and some character designs.





More business card ideas and concepts.

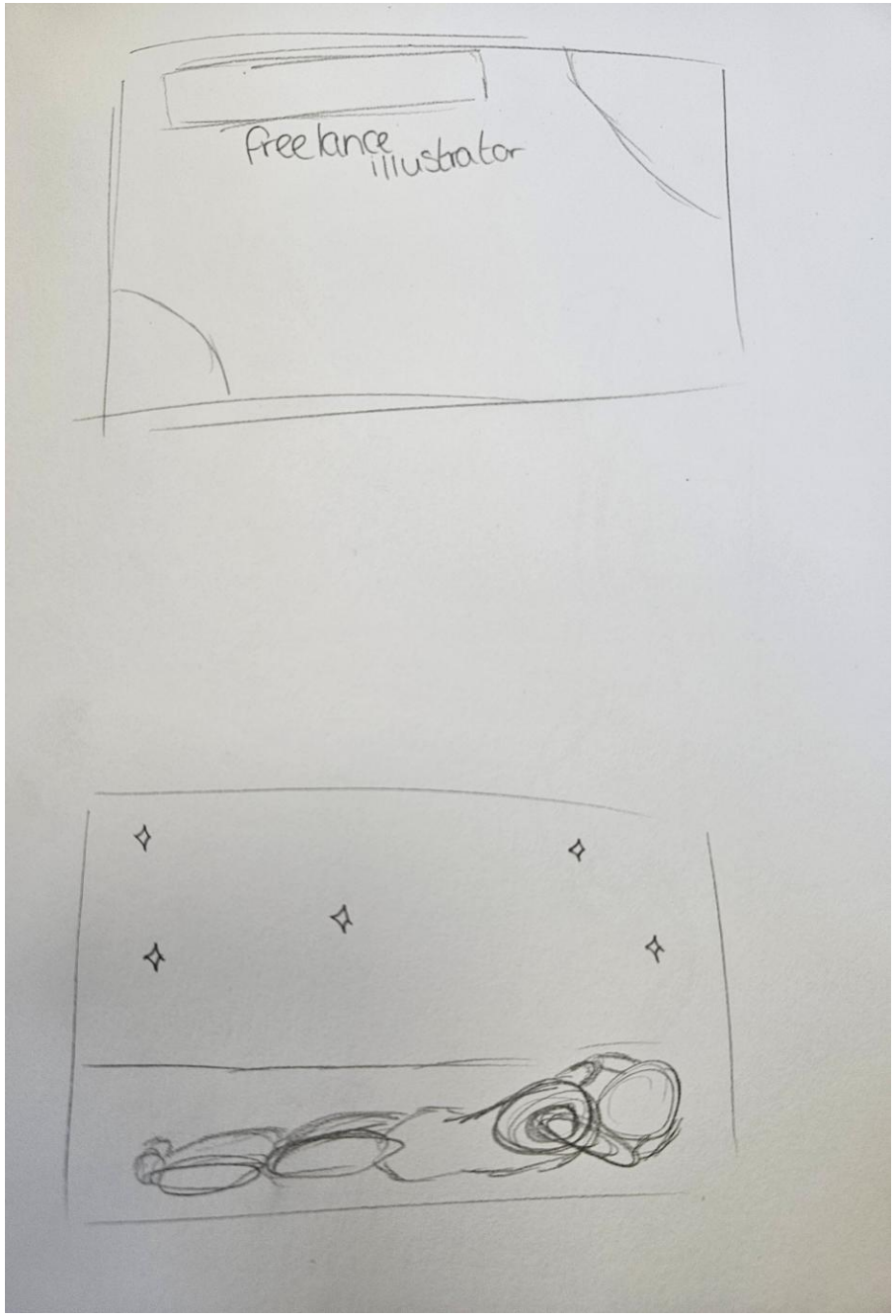


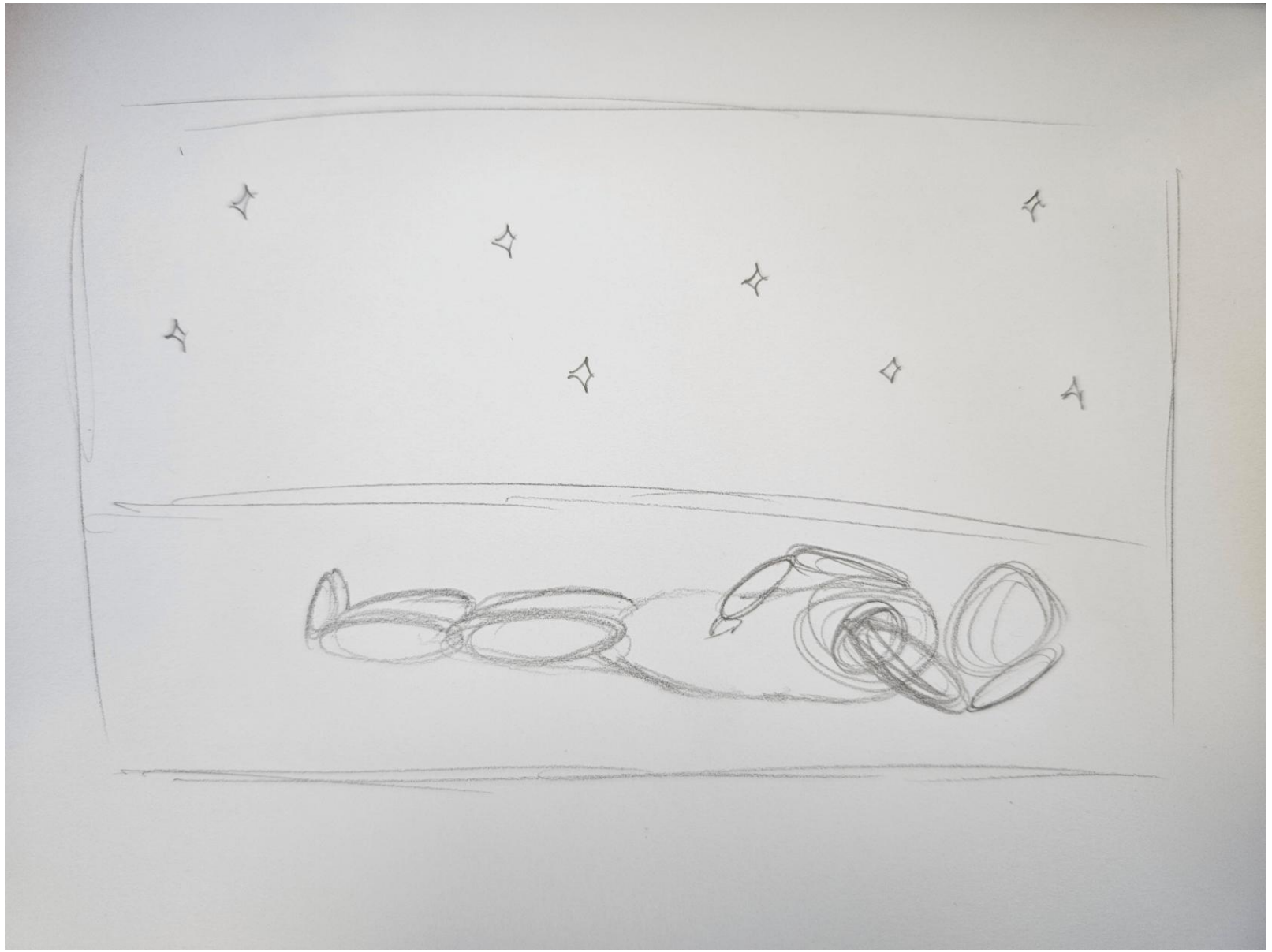


For another business card design, I wanted to add a cat to it so I started to sketch out a cat design.

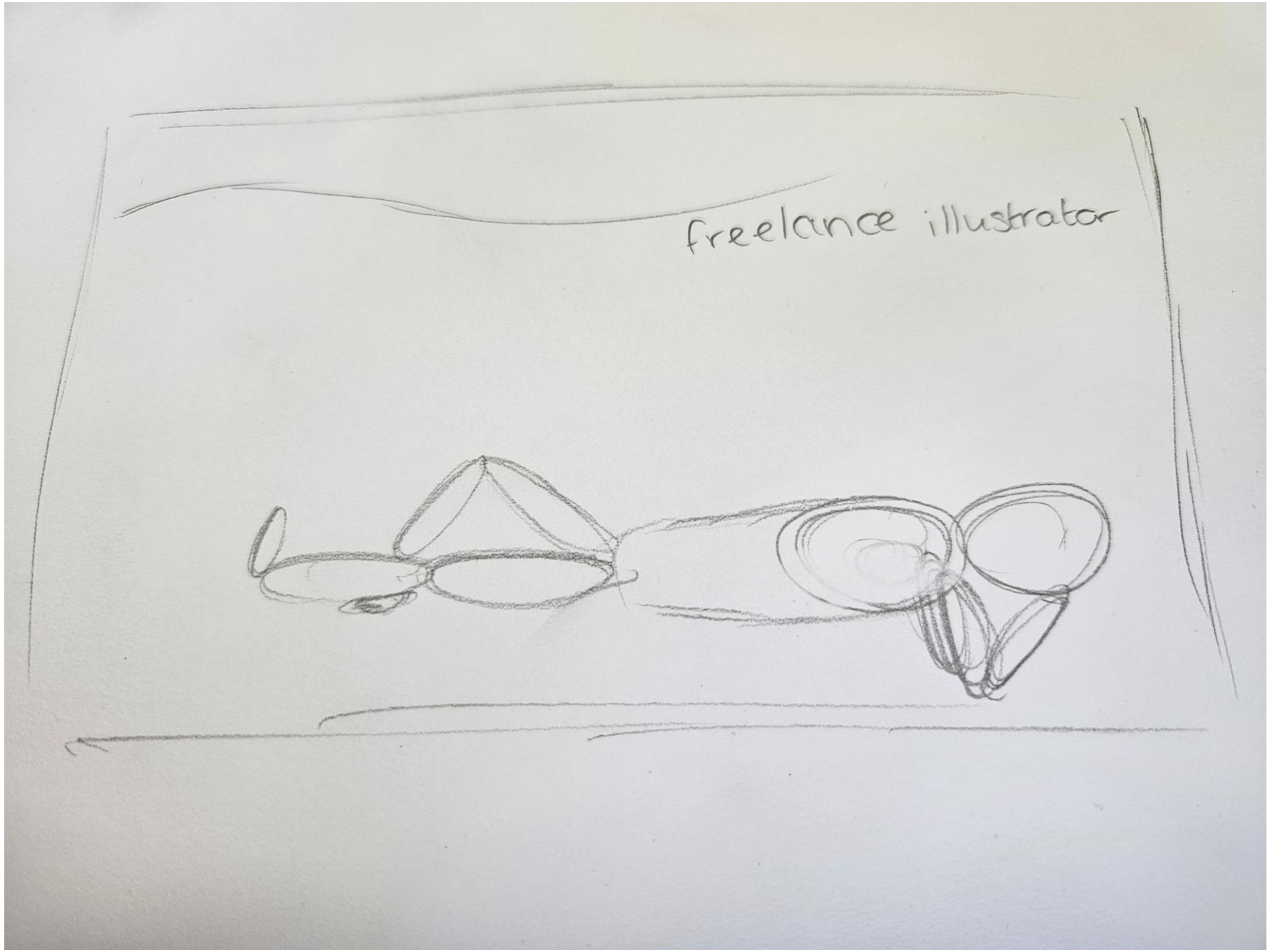
For the concept design at the top, I wanted to move away from just creating characters or animals, so I just sketched out shapes for it.

For the concept design at the bottom, I wanted to try a different character position, so I chose laying down. The next few slides, I test around with the composition of the character, adjusting the position slightly.





For this slide and slides 114 and 115, these are all more concepts designs for business cards but slightly varied as I liked this design but wanted to test slight alteration versions of them.

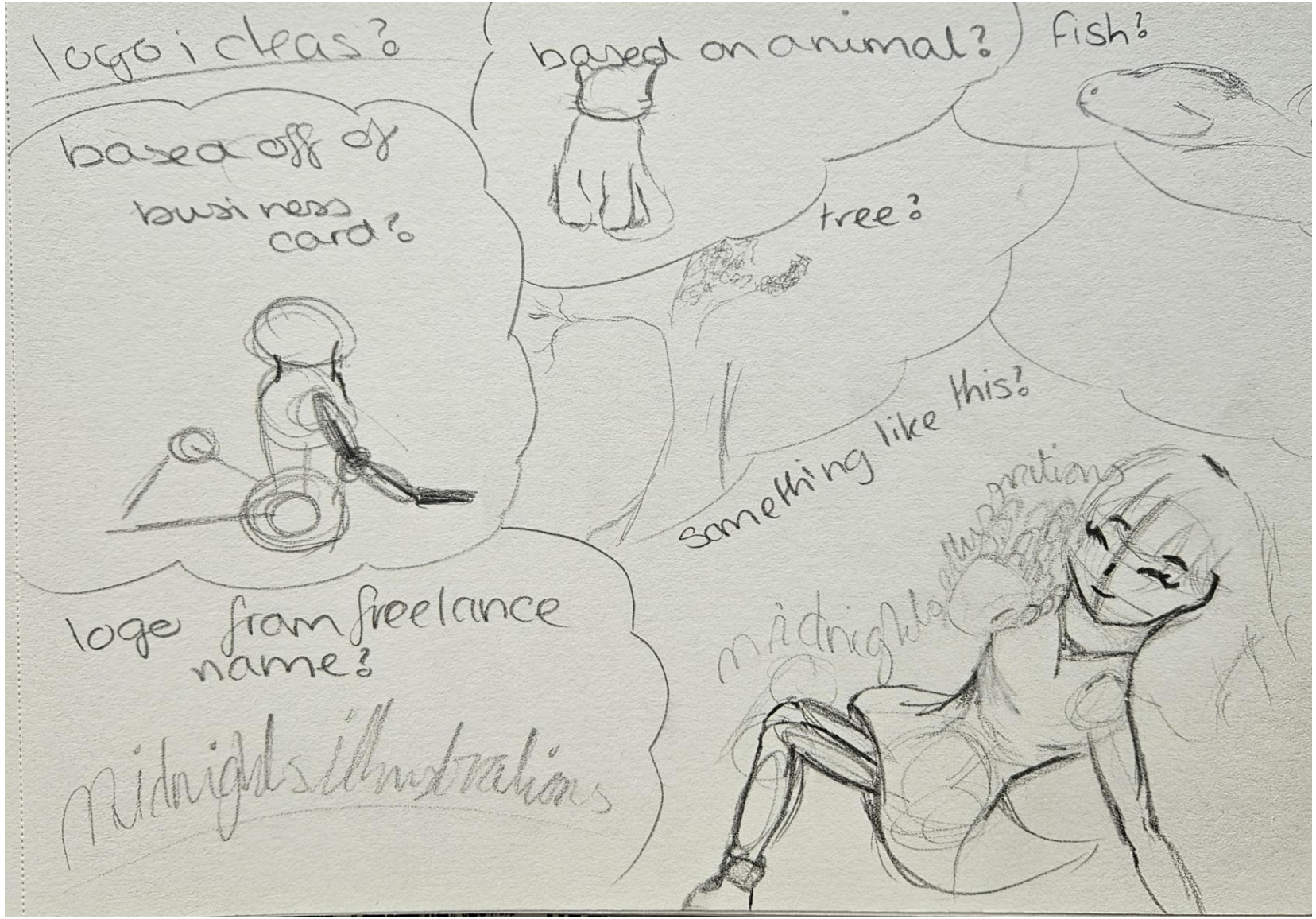

freelance illustrator


freelance illustrator

Logo testing:

I started working into some logo sketch ideas.

This is because I though it might be a nice thing to add to my CV cover.

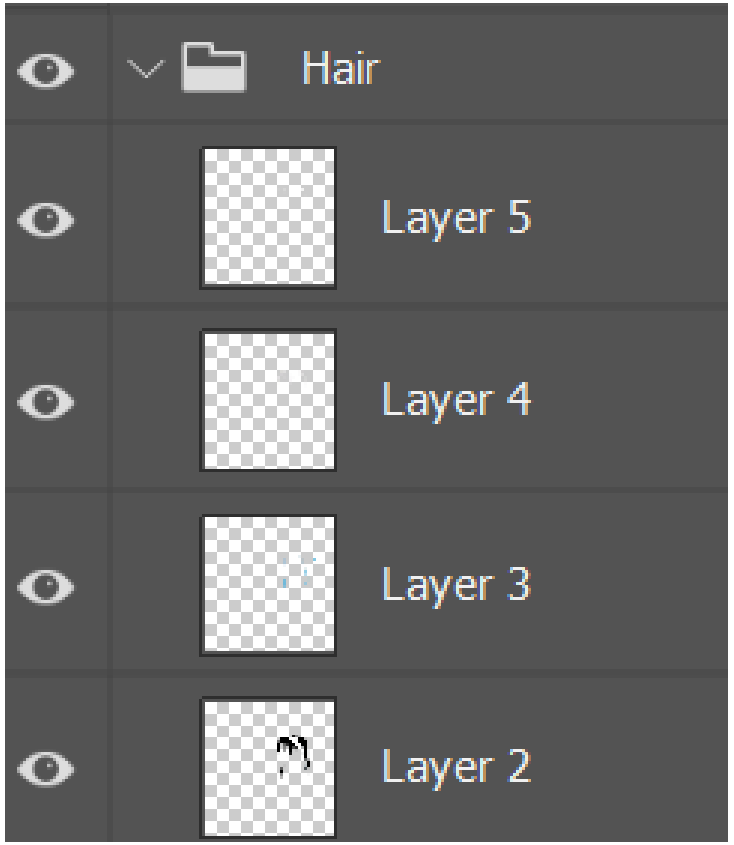


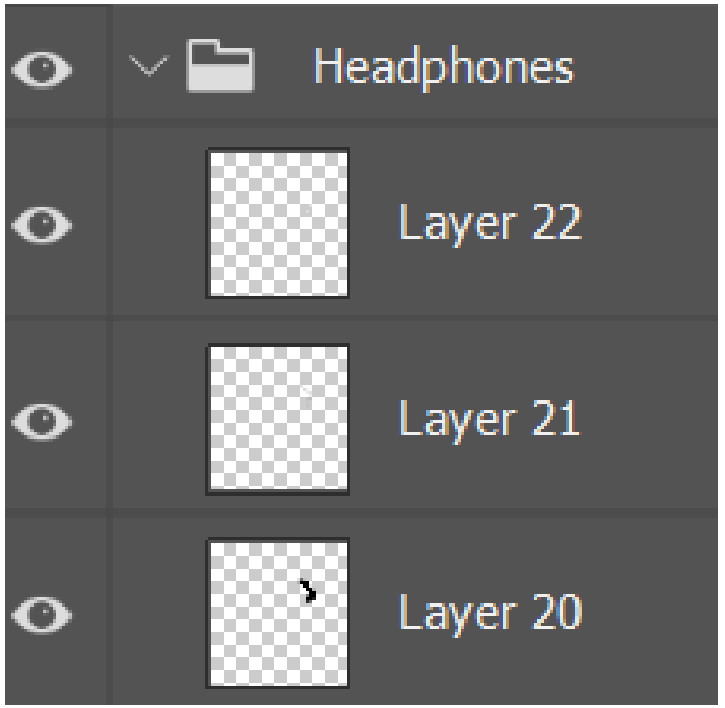
Process of digitally desiging business card:

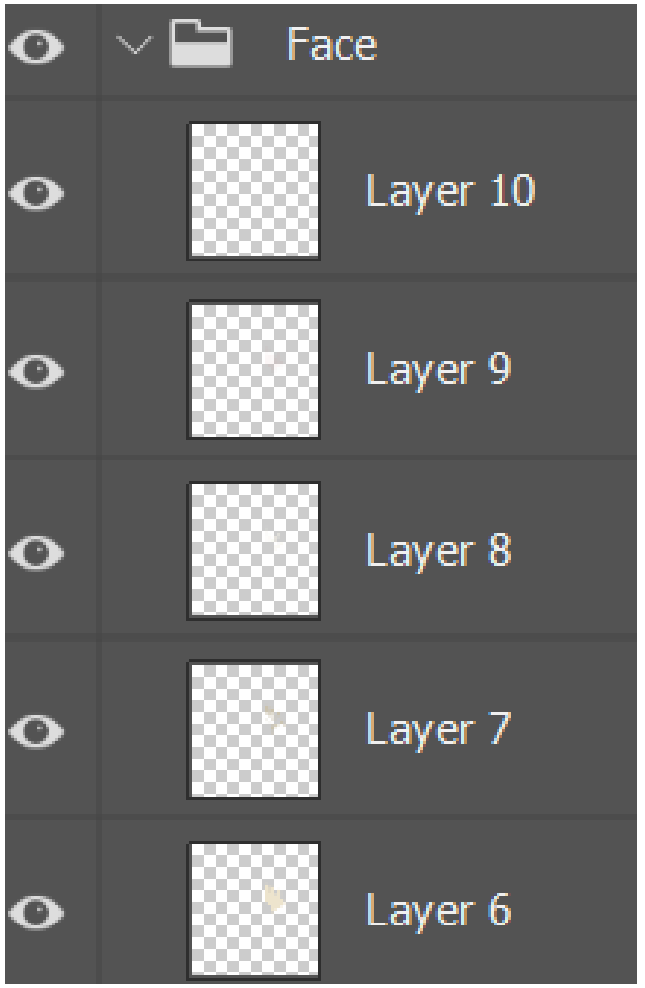
This is the behind the scenes of creating my character design for what will become my business card.

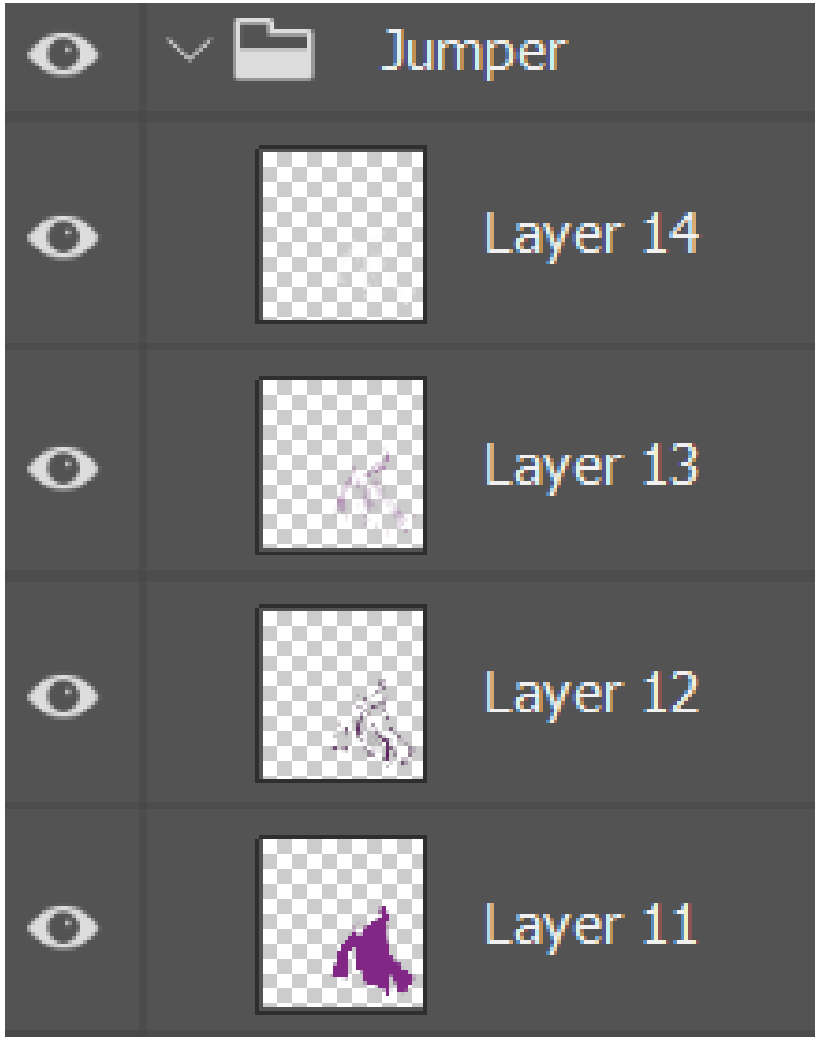


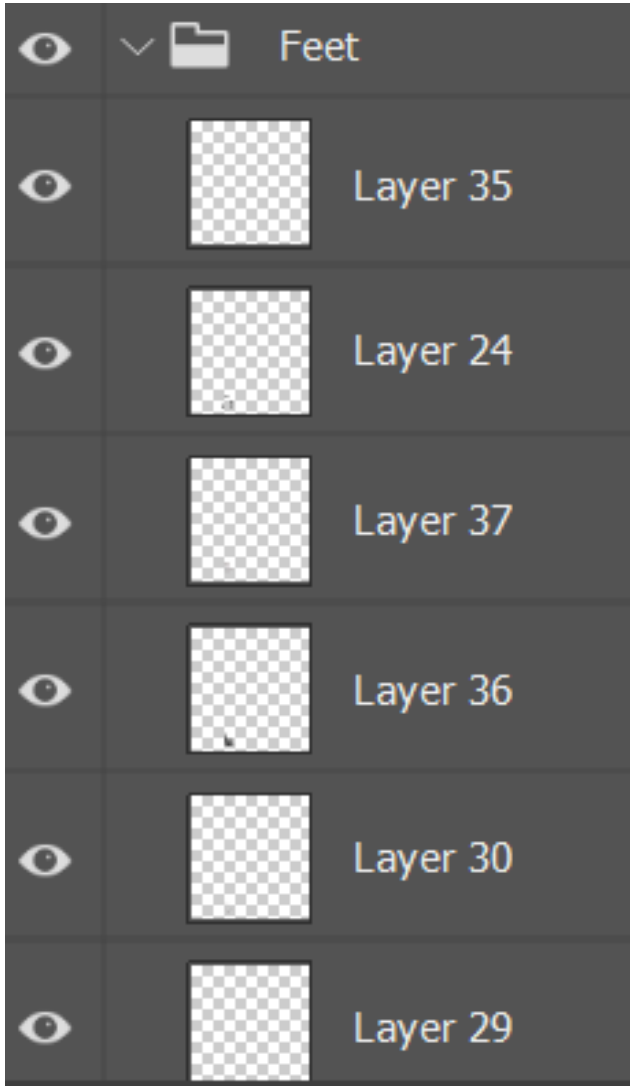


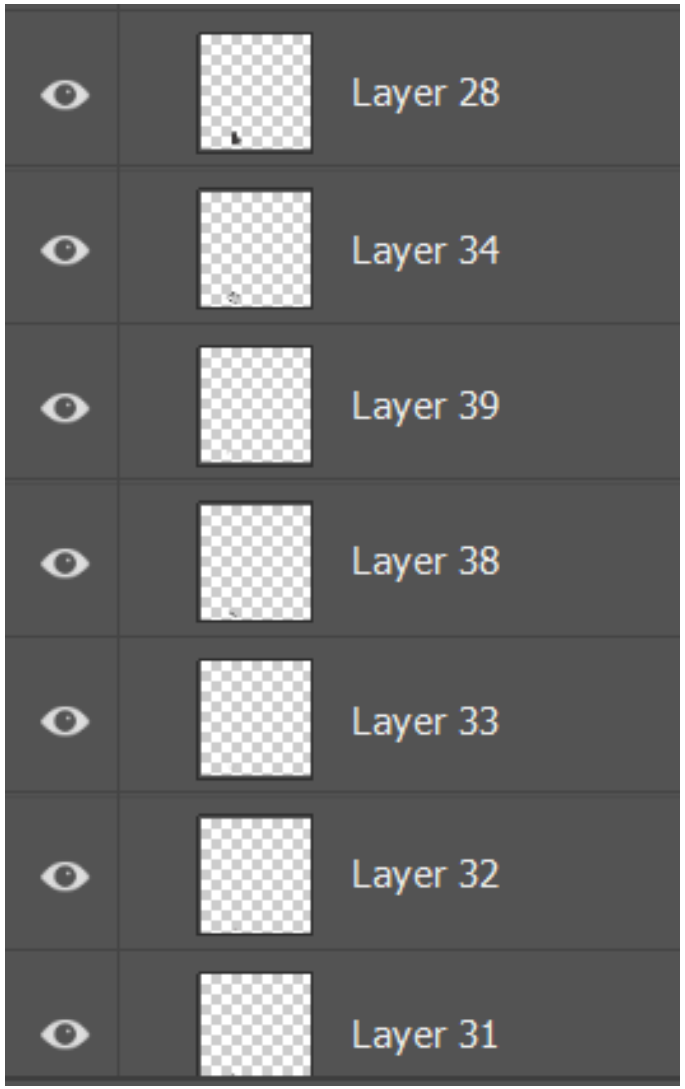

Hair
Layer 5
Layer 4
Layer 3
Layer 2

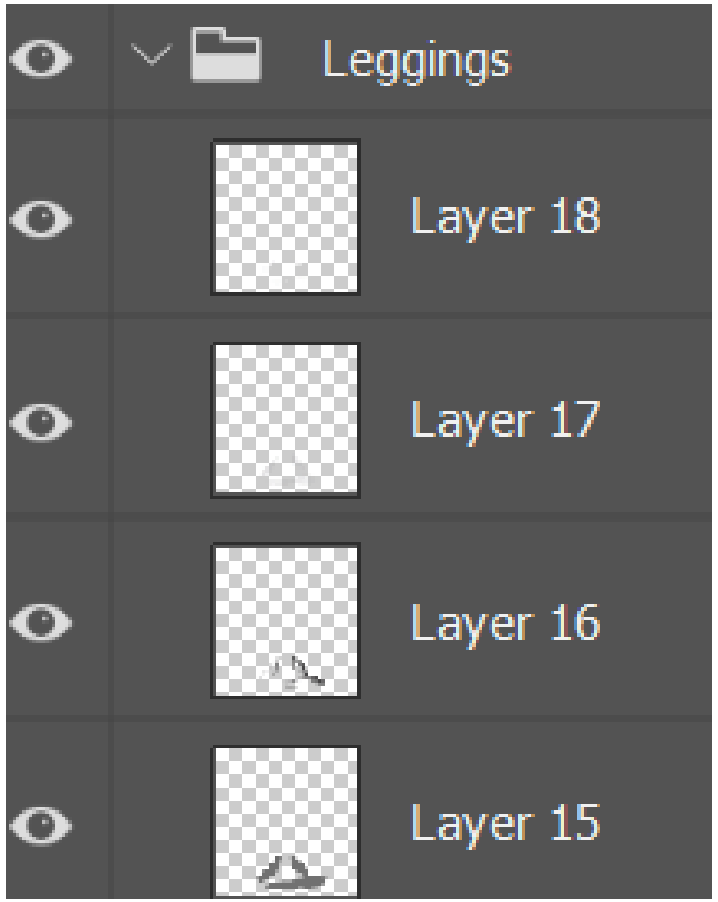

Headphones
Layer 22
Layer 21
Layer 20

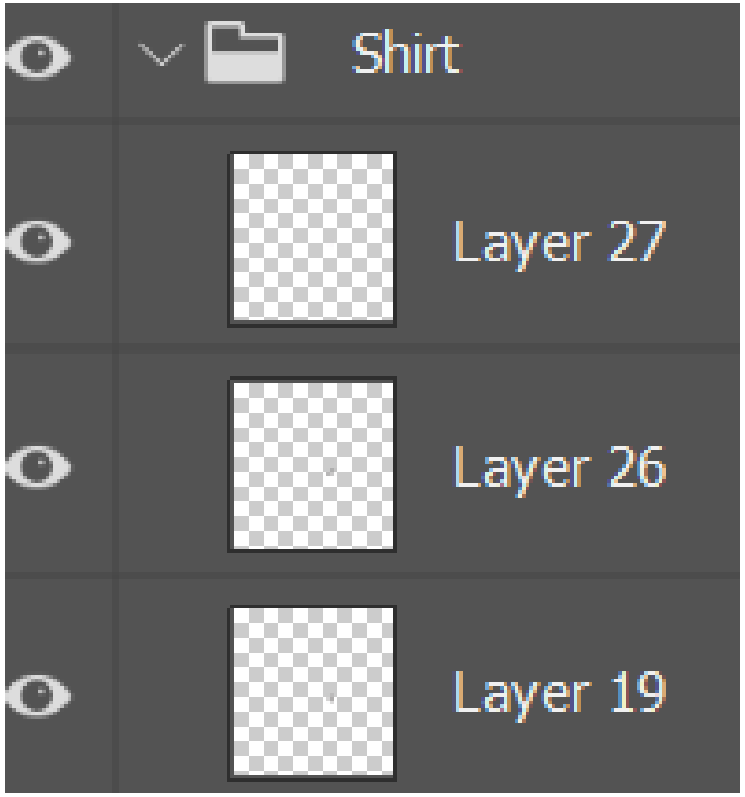

Face
Layer 10
Layer 9
Layer 8
Layer 7
Layer 6

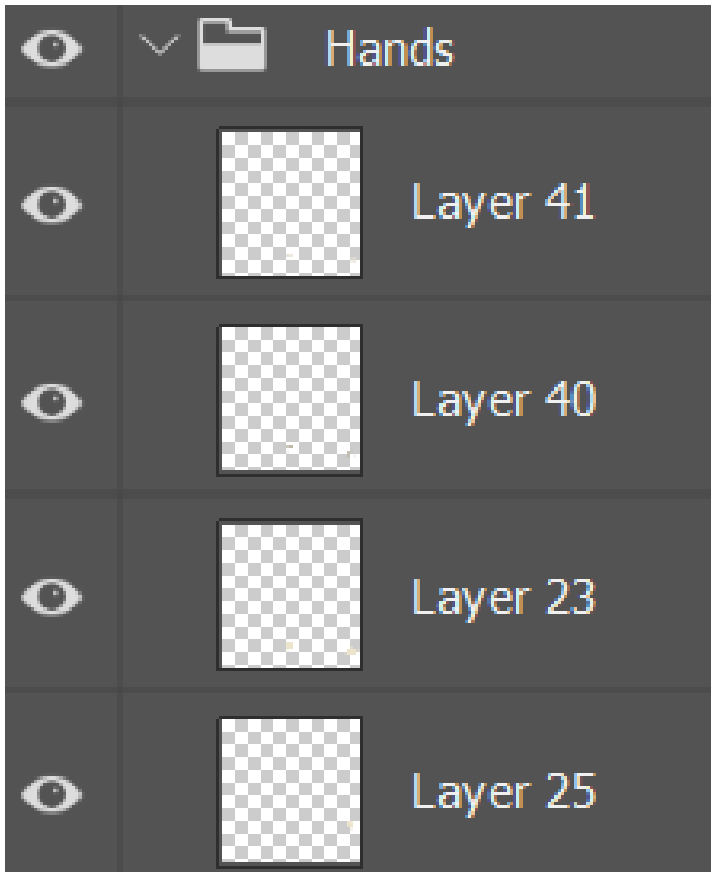

Jumper
Layer 14
Layer 13
Layer 12
Layer 11

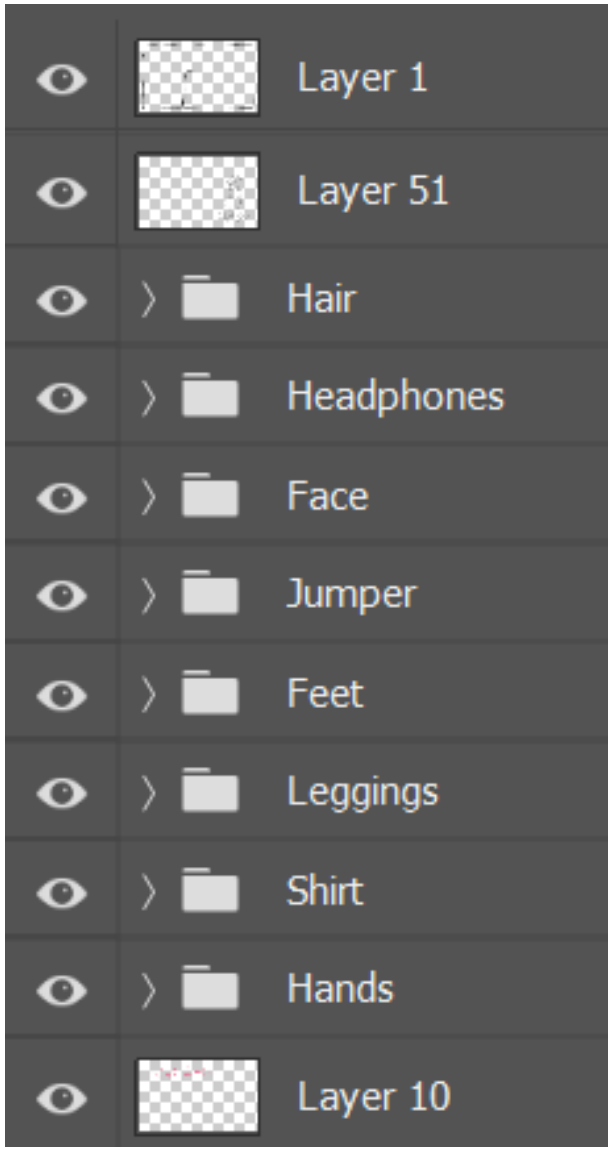

Feet
Layer 35
Layer 24
Layer 37
Layer 36
Layer 30
Layer 29


Layer 28
Layer 34
Layer 39
Layer 38
Layer 33
Layer 32
Layer 31

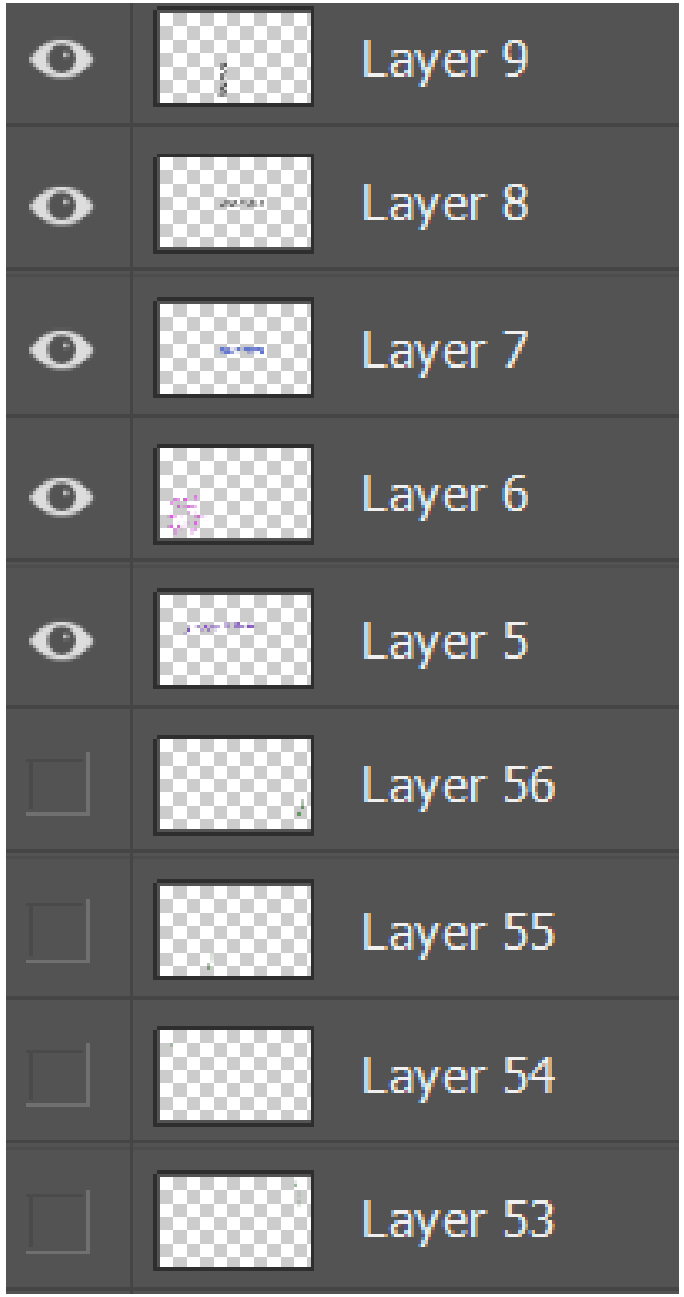

Leggings
Layer 18
Layer 17
Layer 16
Layer 15

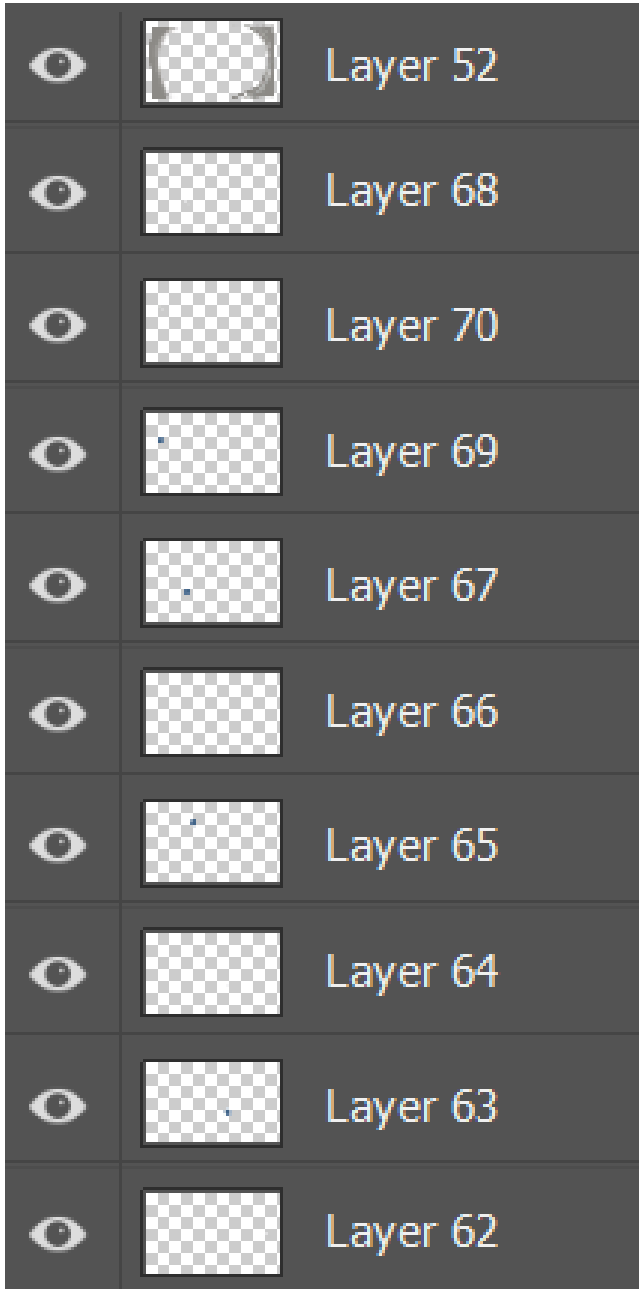

Shirt
Layer 27
Layer 26
Layer 19

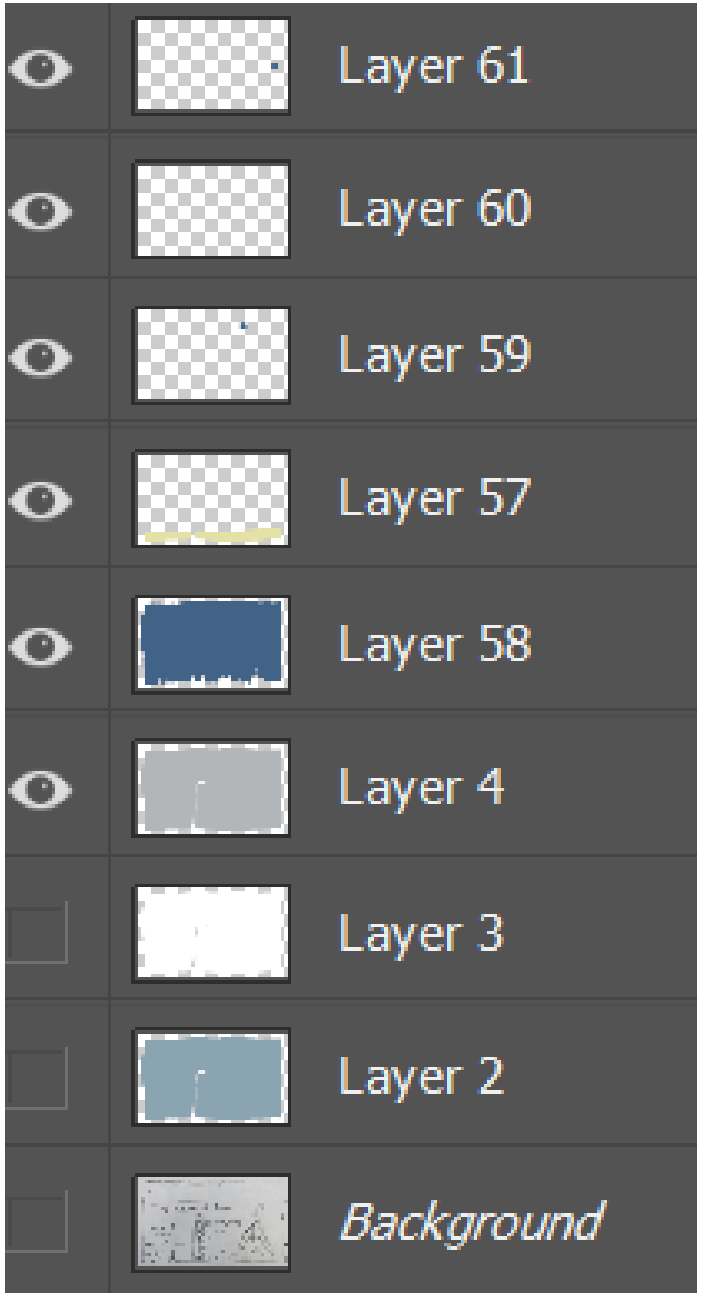

Hands
Layer 41
Layer 40
Layer 23
Layer 25


Layer 1
Layer 51
Hair
Headphones
Face
Jumper
Feet
Leggings
Shirt
Hands
Layer 10

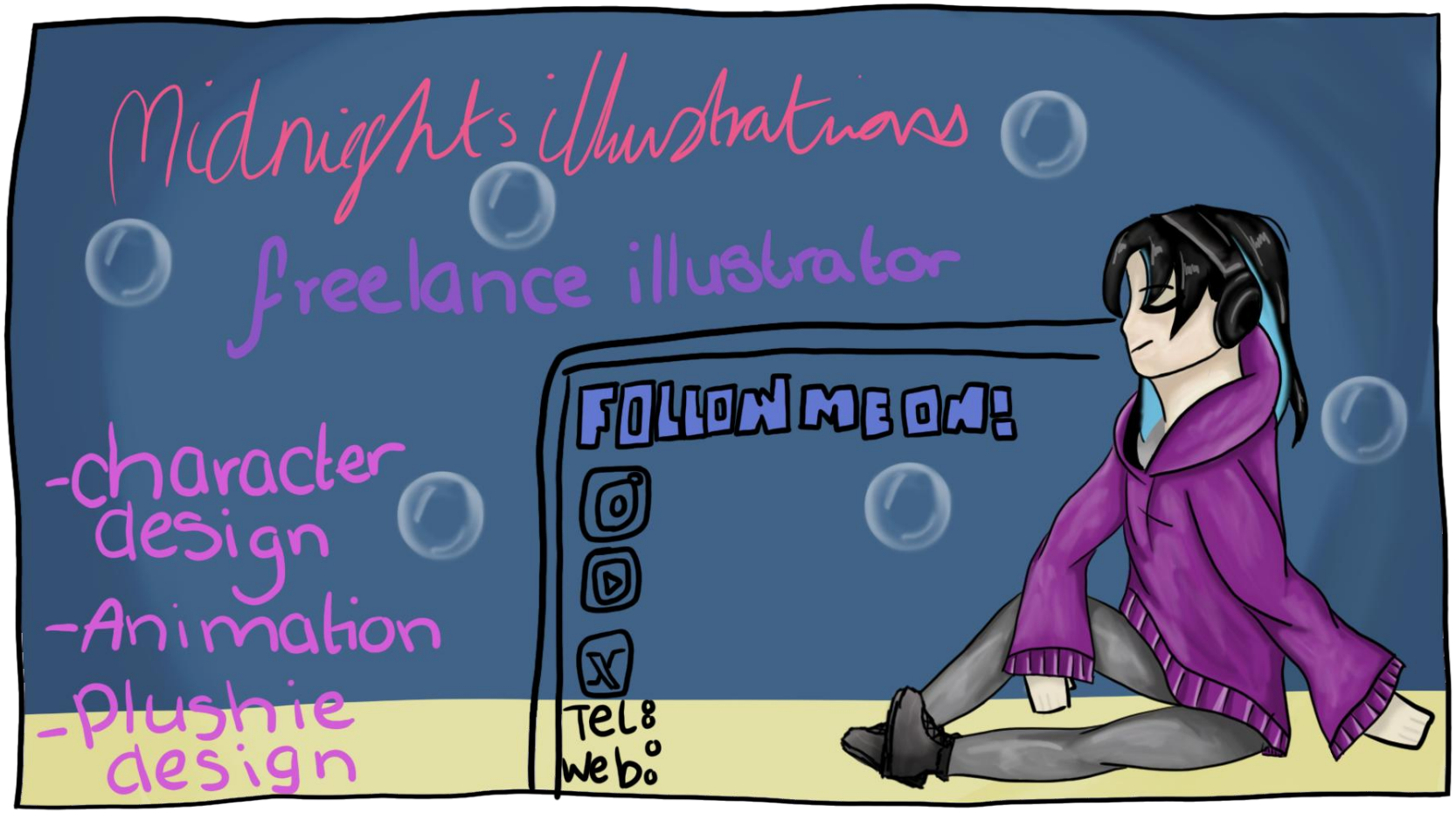

Midnights illustrations
freelance illustrator
-character design
-Animation
-plushie design
FOLLOW ME ON:
Tel8
Webo


Layer 9
Layer 8
Layer 7
Layer 6
Layer 5
Layer 56
Layer 55
Layer 54
Layer 53


Layer 52
Layer 68
Layer 70
Layer 69
Layer 67
Layer 66
Layer 65
Layer 64
Layer 63
Layer 62


Layer 61
Layer 60
Layer 59
Layer 57
Layer 58
Layer 4
Layer 3
Layer 2
Background

Final business card design:

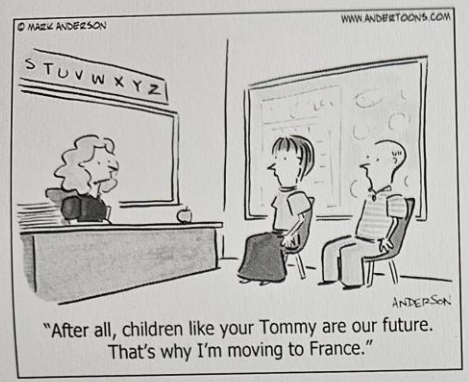


This is the final character design and business card design for my branding.



Future of Employment Task

Technology is moving faster day by day and the advertising industry is changing with it. It may be that when you graduate you could be applying for job roles that don't even exist yet.



"After all, children like your Tommy are our future. That's why I'm moving to France."

The other side of the coin is that some job roles won't exist (or available to humans); think automation and the way machines are taking over from people in traditional industries.

Martin Ford, futurist and author of Rise of the Robots: Technology and the Threat of a Jobless Future, explains the jobs that are most at risk are those, which "are on some level routine, repetitive and predictable".

While being in a creative or people-focused industry may keep your job safe for the next 10 years or so, it's very hard to predict what will happen 20 years into the future. Thirty years from now, you may be working at a job we can't even imagine today.

So that is exactly what I want you to do.

Think of a job that doesn't exist yet; what is it? What will you be doing? How will you be doing it? *Where will you be doing it?* What skills will you need?

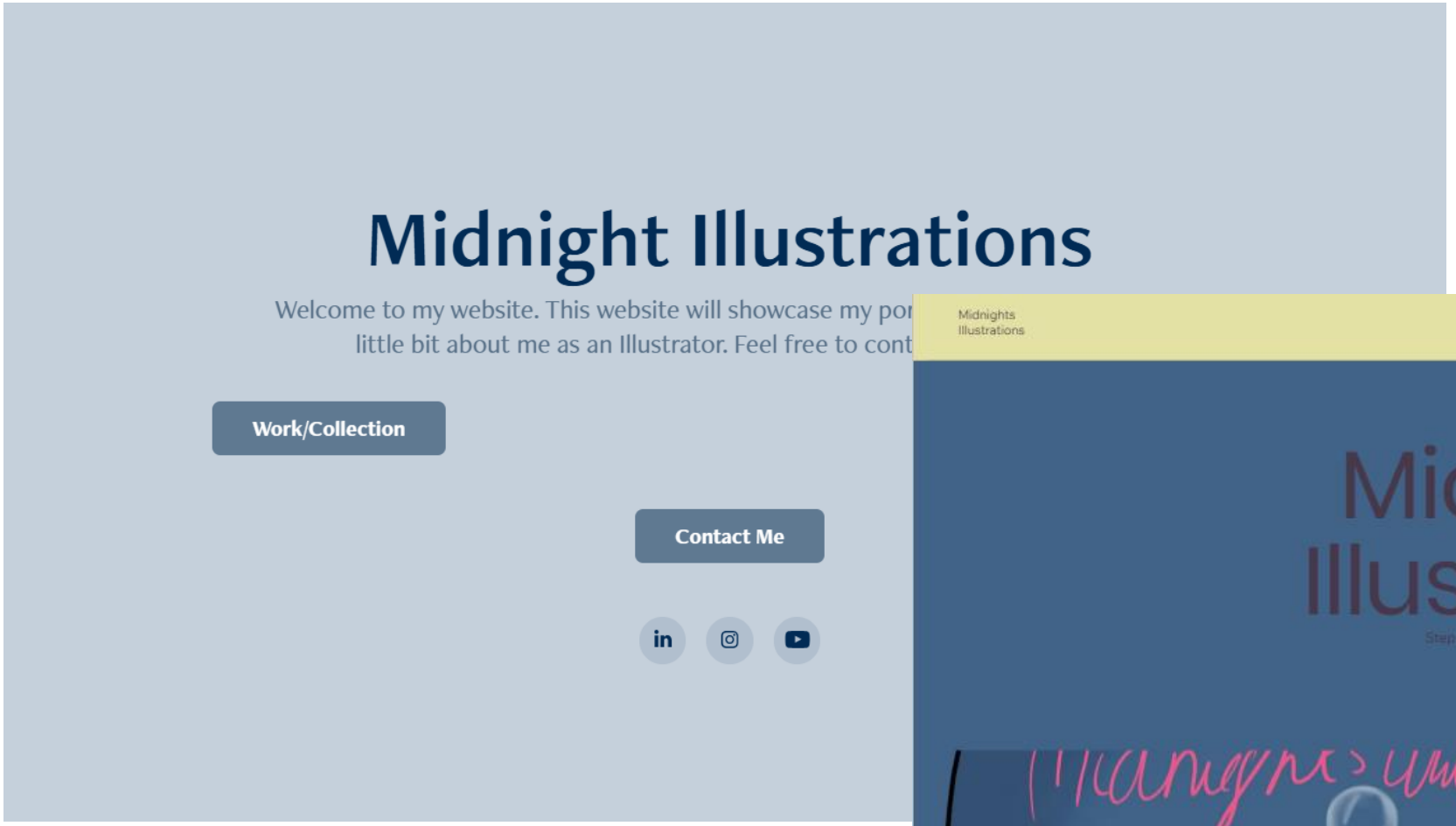
Sentient / self-aware robot
Creator

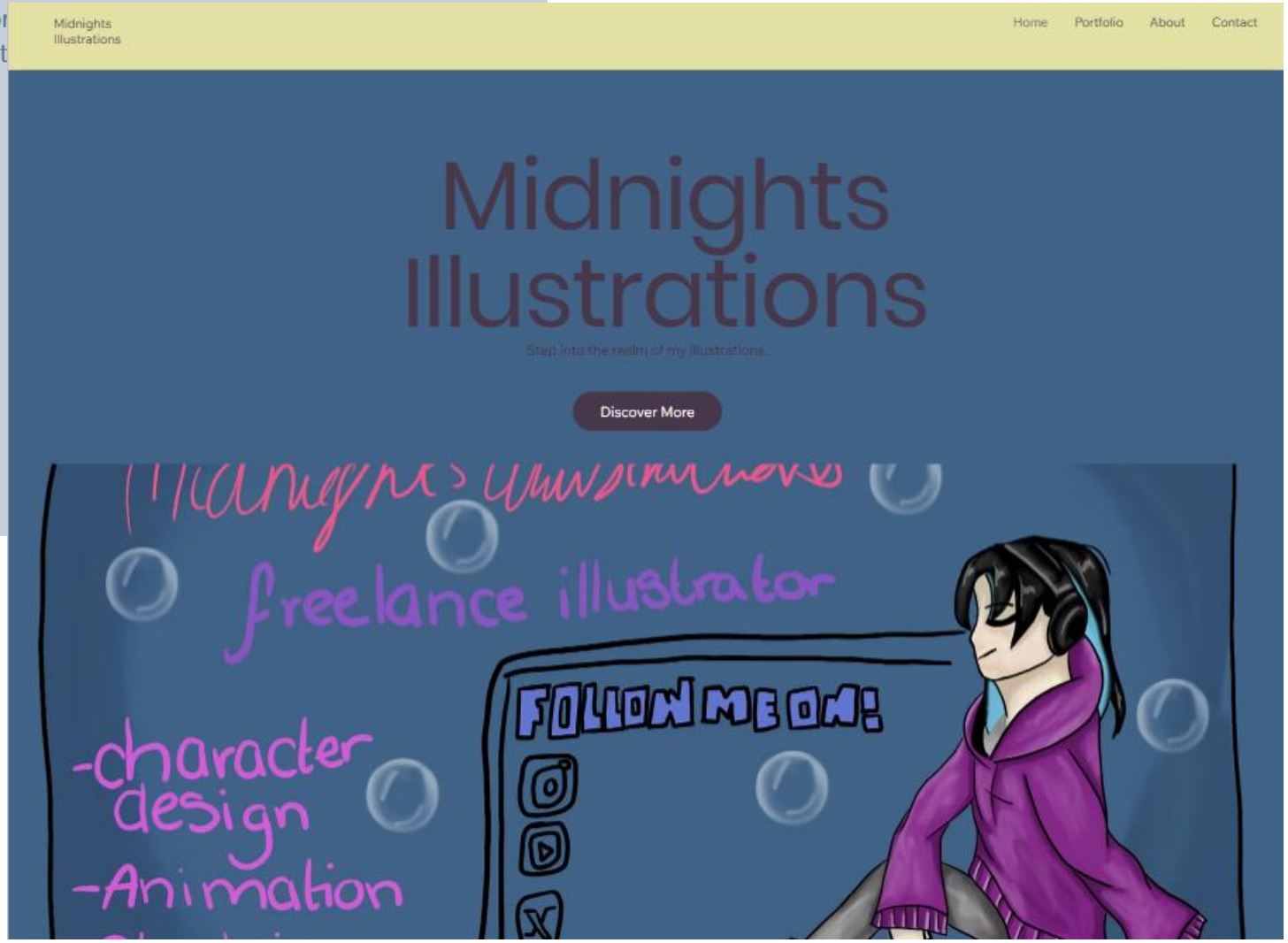
For the future of employment task, I was tasked with writing down about jobs that don't currently exist.

Sentient / self-aware robot
Creator

Website branded:

These next slides are going to showcase how my website and my overall presence online is roughly branded the same.





The screenshot above is based on my adobe portfolio website and the screenshot on the right is based on my Wix website.

They are differing slightly as even though I have used the same blue colour, it seems to have shown up in two different shades.

Social Media Presence branded:

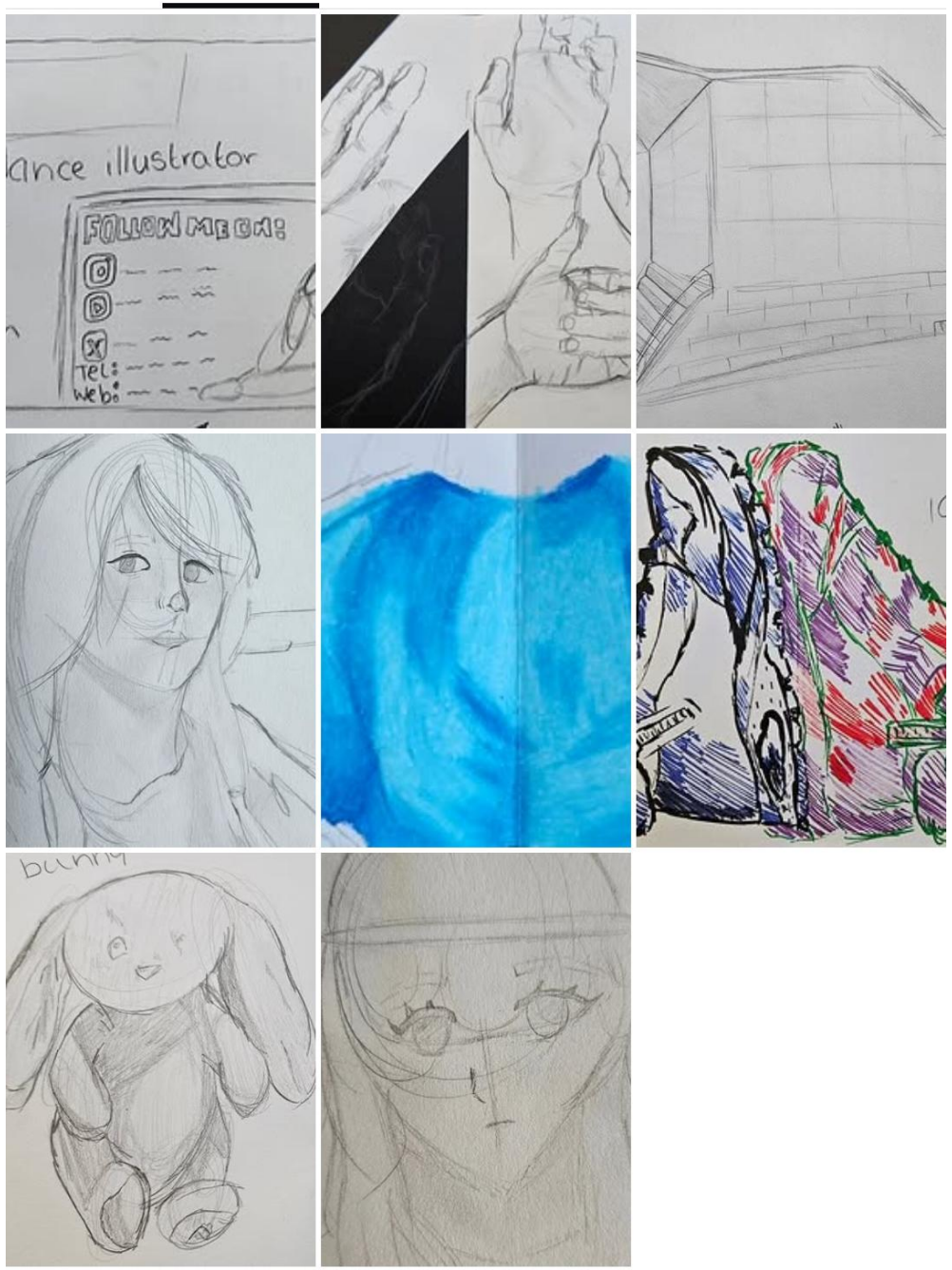
The main social media that I have been branding currently is my Instagram.

This next slide is a screenshot of what I have currently been posting on my Instagram account.



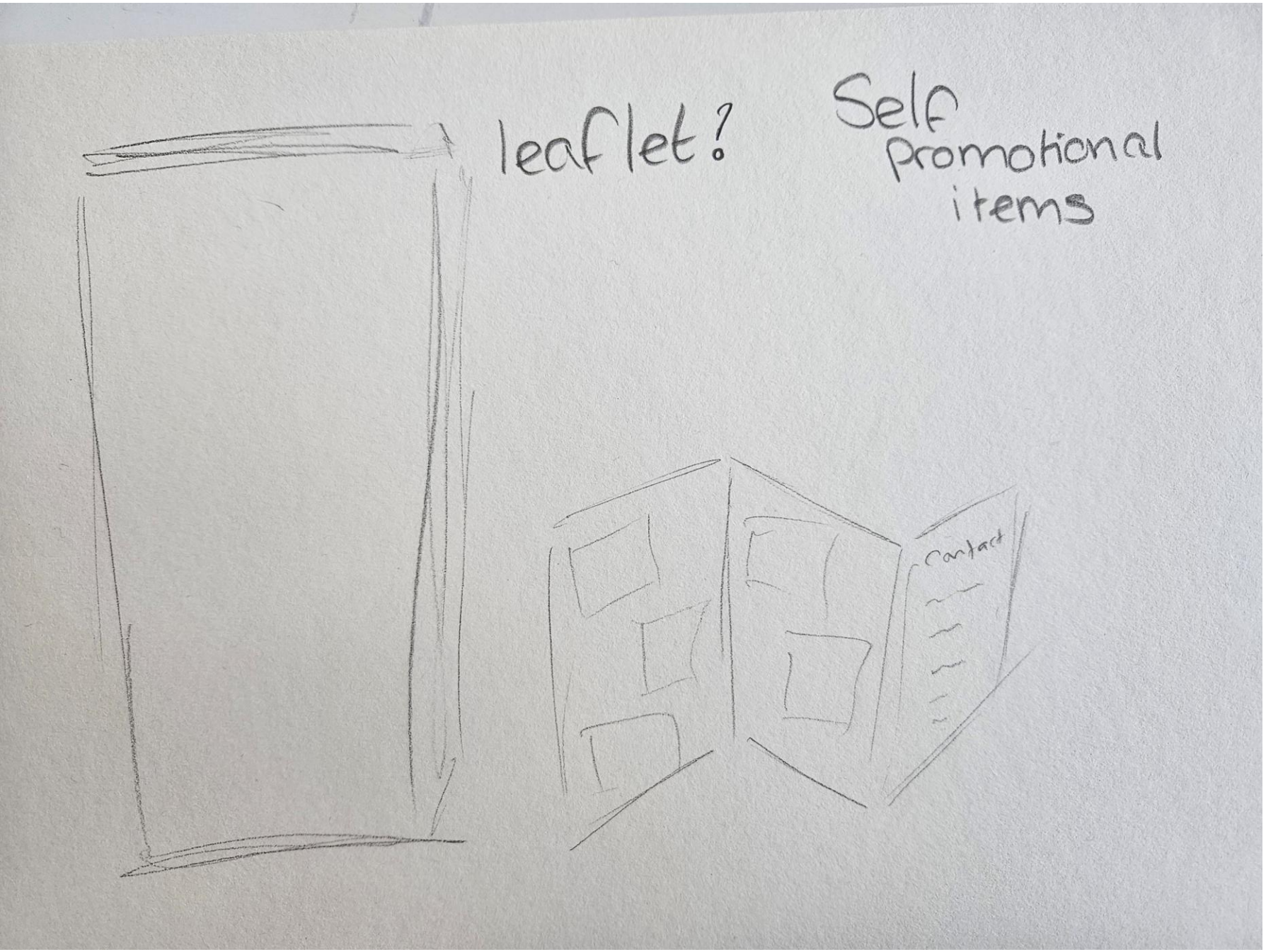
I have started to post onto my social media, making my social media presence known.

I have also added the links to my Youtube and my LinkedIn accounts.



Self promotional items:

For self promotion items, I haven’t really thought about much minutes the business card, but I have currently been looking into a leaflet idea, so I made a quick sketch.



This is the leaflet sketch that I have made for a potential self promotion items.

Hard and soft Skills Diagram:

The main social media that I have been branding currently is my Instagram.

This next slide is a screenshot of what I have currently been posting on my Instagram account.


Sketching
Concept Art
Character design
Hard Skills
Semi good digital skills
Environment Design
Illustration
Animation


Soft Skills
Slightly good Communication Skills
good teamwork skills
friendly
kind
Alright decision making skills
good Problem Solving skills
Creative
hard working

Job vacancies:

This segment, I will be re-looking at some of the companies I have showcased and wish to work with, in my research, and be seeing if my skills match their requirements.

These next few slides are just a few specific jobs from company's job applications.

What You Will Need:

1. Strong artistic sense with a keen eye for modern fashion, silhouette, and visual storytelling.
2. Broad cultural knowledge (film, games, folklore) to inspire unique, resonant designs.
3. Self-driven learner with excellent teamwork and communication skills.
4. Passion for gaming and familiarity with industry trends; experience playing miHoYo titles is a plus.
5. User-centric mindset—ability to translate player expectations into engaging designs.

Job Application for Concept Artist (Character) - Varsapura at HoYoverse

For this job, I have a keen eye for the visual storytelling segment, partial cultural knowledge.

I am good with teamwork, and I am slowly developing my communication skills.

I am familiar with the games that HoYoverse create, having played quite a few of them and I think I have a good user-centric mindset.

What You Will Need:

1. Minimum of 5 years of experience in game development, with solid animation design skills and strong hand-key animation capability.
2. Extensive experience in realistic-style animation or film-related design; experience in AAA game development is a plus.
3. Strong design and learning abilities, with a keen eye for animation performance in top-tier AAA games.
4. Solid understanding of dynamic anatomy and experience in creating well-constructed poses.
5. Familiarity with Unreal Engine; experience with animation-related engine tools or technical workflows is a plus.
6. Excellent communication skills and strong team spirit.
7. Experience in motion capture and actor performance direction is preferred.

Job Application for Gameplay Animator - Varsapura at HoYoverse

For this job, the skills that match my own are understanding of dynamic anatomy, I am slowly getting better with my anatomy skills and believe I could develop a solid understanding.

Strong design and learning abilities, a strong team spirit with a developing communication skill set.

I don't have much skills in motion capture but since animation is something I would also like to do, I am willing to try.

Qualifications

Experience processing facial motion capture data.

Background in Previs/Layout production.

Capability to handle some in-game animations, such as character abilities, execution moves, etc.

Experience creating combat/melee action animations, with familiarity in martial arts principles.

Experience designing and animating non-humanoid creatures/monsters, demonstrating excellent animation understanding and creativity.

[Senior Cinematic Animator - UE5 Realistic In-Development Project (Shanghai) - Join Papergames]

For this job, I have quite a few missing skills that I would need to learn to apply for this job position, but these are all skills that I would be willing to learn and develop to try to apply for the job.

Qualifications

1. Bachelor's degree or above; Majors in Visual Communication Design, Graphic Design, Fine Arts or related fields are preferred.
2. Relevant experience in visual design or graphic design. Candidates with design experience for Singapore-based enterprises or cross-border brands are preferred.
2. Fluent written & spoken English (working language); Mandarin proficiency is preferred for cross-regional team collaboration.
3. Proficient in design tools including Photoshop, Illustrator and Figma; Capable of independently completing the design of posters, landing pages, illustrations and other deliverables.
4. Proficiency in video editing, with the ability to create short video content using tools such as CapCut, Premiere and After Effects.
5. Competence in vector illustration, digital painting and C4D modeling. Experience in motion design is preferred.

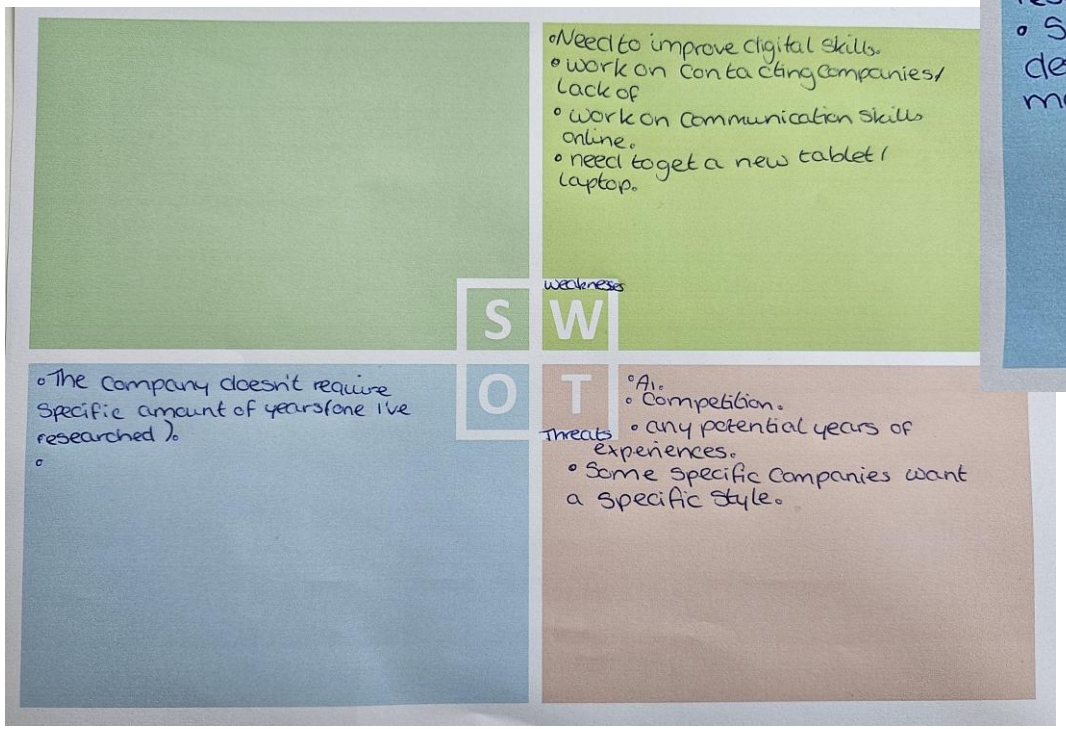
Senior Designer - Join Papergames

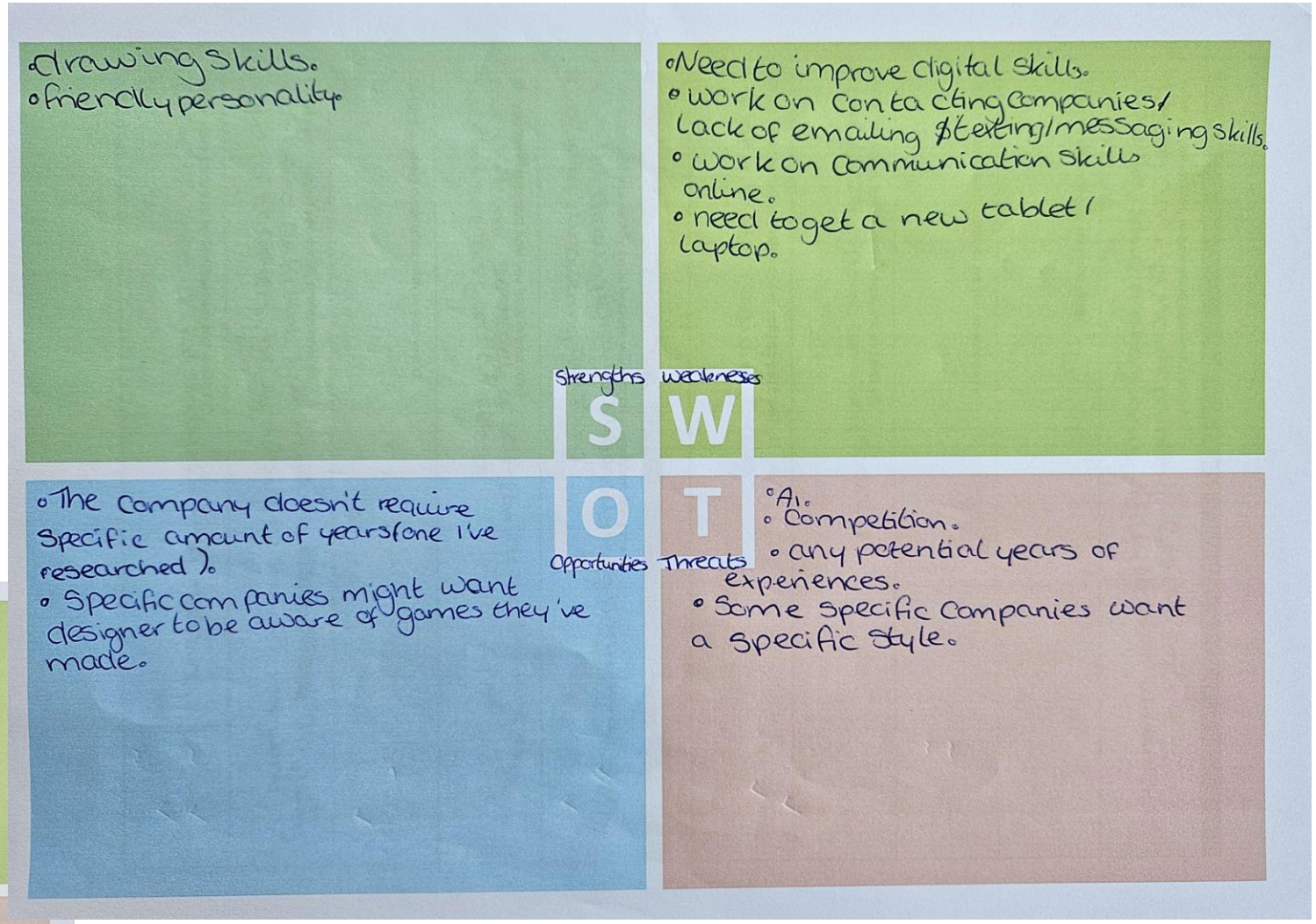
This is another job within Infold/Papergames. The skills that I must apply for this job is a Bachelor's degree as I will be obtaining a Bachelor's degree in Illustration.

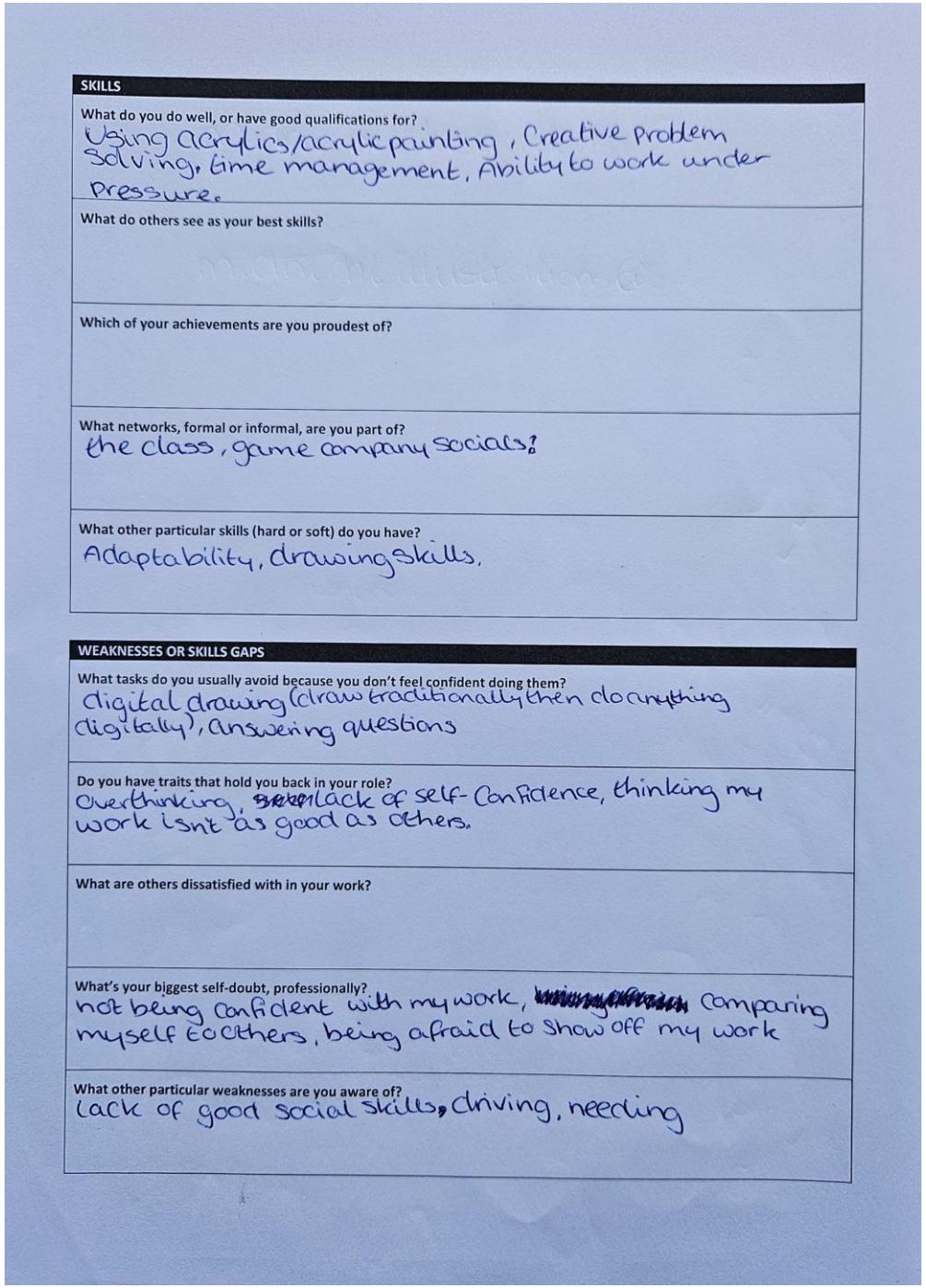
I have some experience in visual design, I am fluent in both writing and speaking in English. I am pretty good with photoshop and illustrator and I have a little knowledge on animation such as CapCut. The rest are skills that I need to work on or improve on.

SWOT:

This is the SWOT that I created to help me identify key features of my abilities.







SKILLS

What do you do well, or have good qualifications for?
Using acrylics/acrylic painting, Creative problem solving, time management, Ability to work under pressure.

What do others see as your best skills?

Which of your achievements are you proudest of?

What networks, formal or informal, are you part of?
the class, game company socials?

What other particular skills (hard or soft) do you have?
Adaptability, drawing skills.

WEAKNESSES OR SKILLS GAPS

What tasks do you usually avoid because you don't feel confident doing them?
digital drawing (draw traditionally then do anything digitally), answering questions

Do you have traits that hold you back in your role?
Overthinking, lack of self-confidence, thinking my work isn't as good as others.

What are others dissatisfied with in your work?

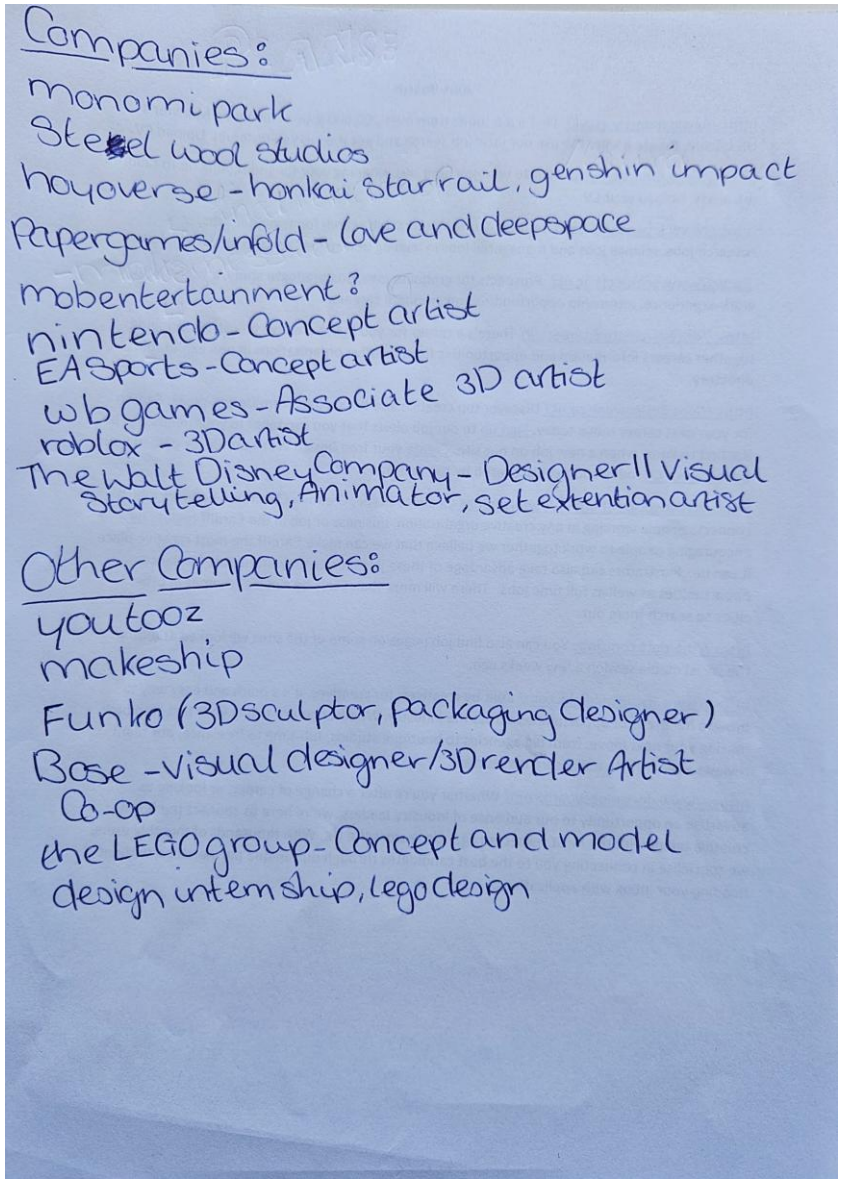
What's your biggest self-doubt, professionally?
not being confident with my work, comparing myself to others, being afraid to show off my work

What other particular weaknesses are you aware of?
Lack of good social skills, driving, needing

Skills and weaknesses:

For me to gain a better understanding of who I am as an Illustrator, I wrote down skills and weaknesses which helped me to better understand what my strong points are and what I can improve on.

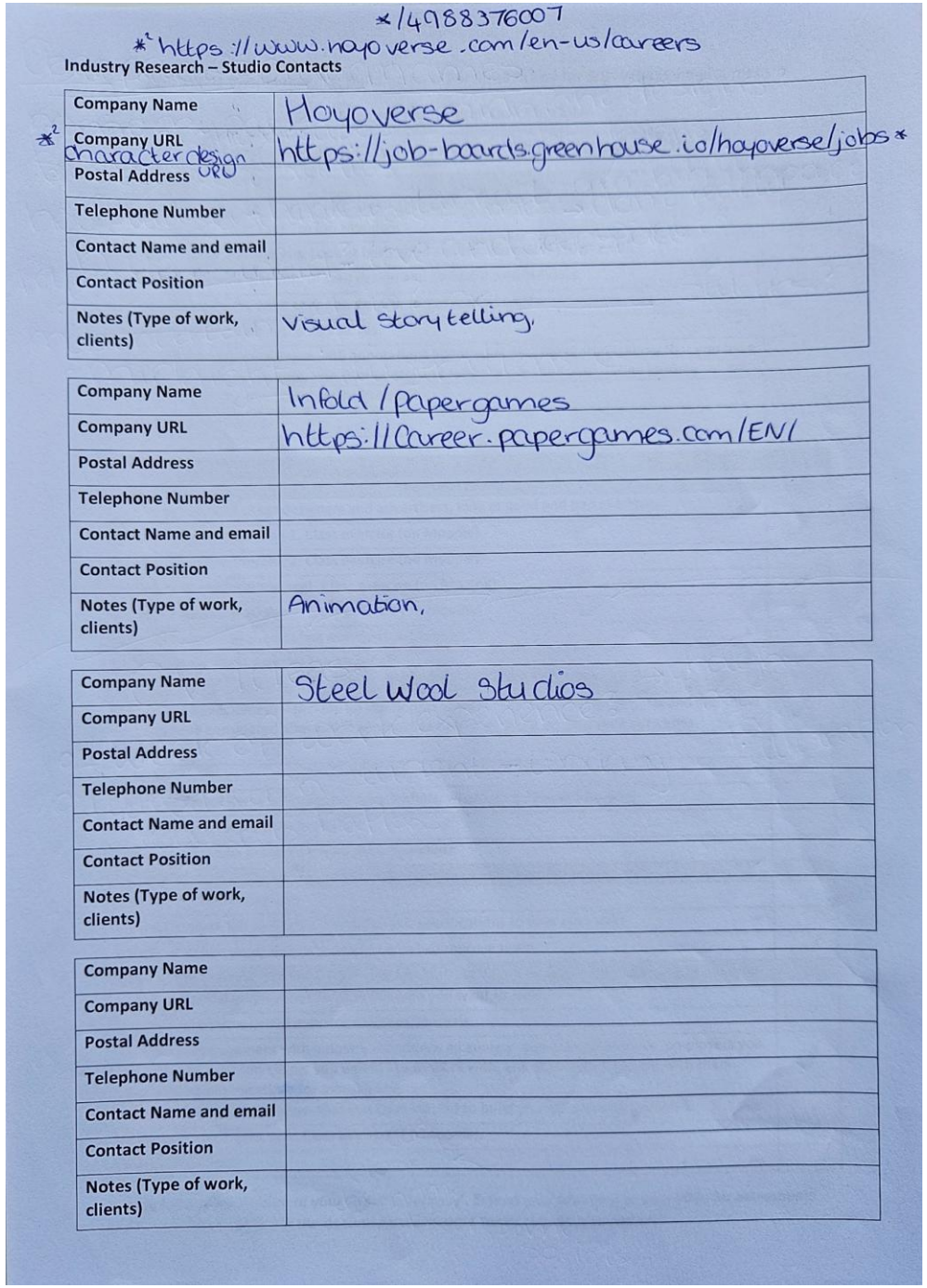
Creating Contacts:



Companies:
monomi park
Steel wool studios
hoyoverse - honkai starrail, genshin impact
Papergames/infold - love and deepspace
mobentertainment?
nintendo - Concept artist
EA Sports - Concept artist
wb games - Associate 3D artist
roblox - 3D artist
The Walt Disney Company - Designer II visual storytelling, Animator, set extention artist

Other Companies:
youtooz
makeship
Funko (3D sculptor, packaging designer)
Bose - visual designer/3D render Artist
Co-op
the LEGO group - Concept and model design internship, lego design

To create my contacts list, I wrote down a bunchy of companies that interest me and that feature the job that I want to go into.



*1498376007
*https://www.hoyoverse.com/en-us/careers
Industry Research – Studio Contacts

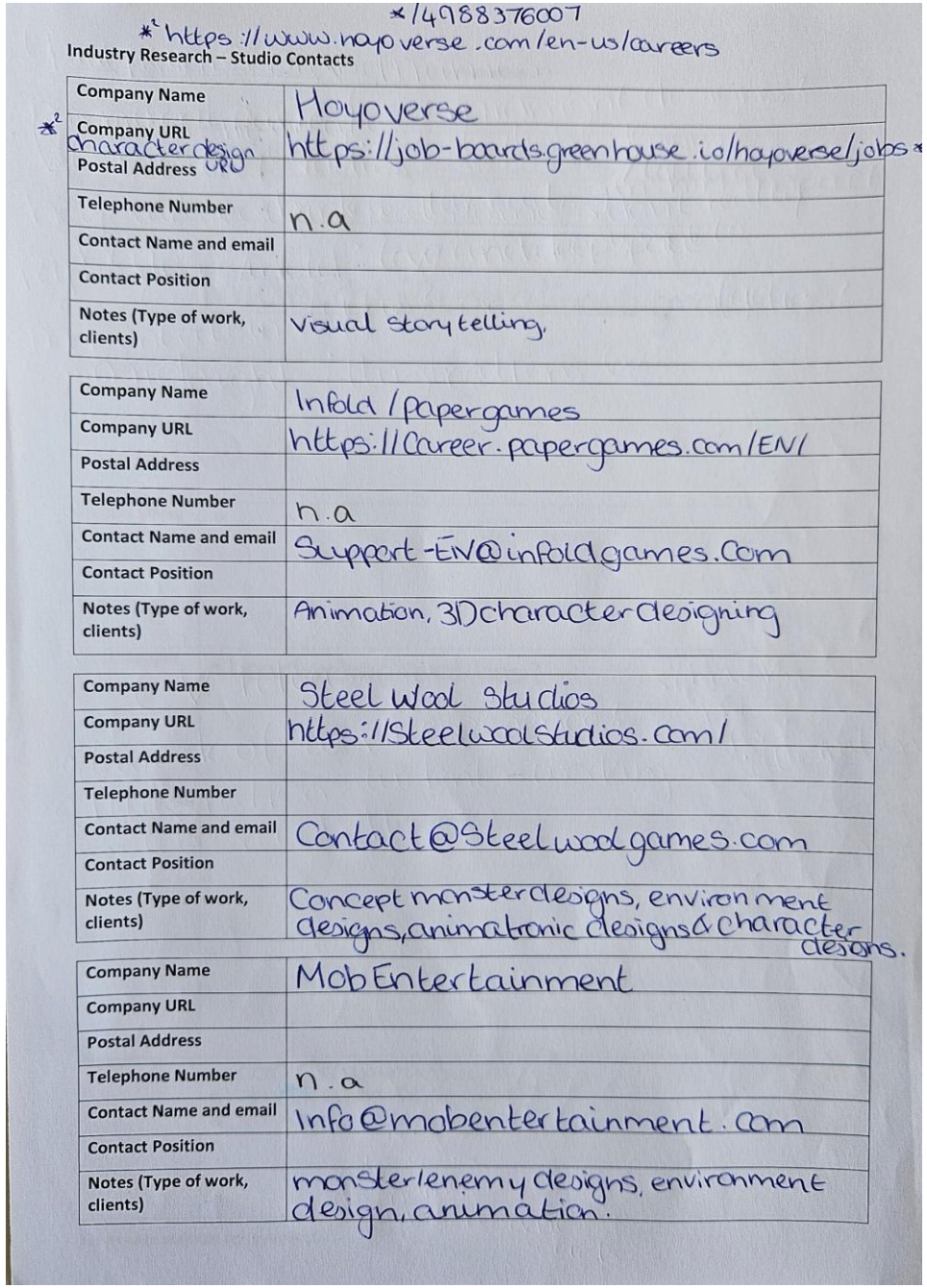
Company Name	Hoyoverse
Company URL	https://job-boards.greenhouse.io/hoyoverse/jobs*
Postal Address	
Telephone Number	
Contact Name and email	
Contact Position	
Notes (Type of work, clients)	visual storytelling,

*character design URL

Company Name	Infold / papergames
Company URL	https://career.papergames.com/EN/
Postal Address	
Telephone Number	
Contact Name and email	
Contact Position	
Notes (Type of work, clients)	Animation,

Company Name	Steel Wool Studios
Company URL	
Postal Address	
Telephone Number	
Contact Name and email	
Contact Position	
Notes (Type of work, clients)	

Company Name	
Company URL	
Postal Address	
Telephone Number	
Contact Name and email	
Contact Position	
Notes (Type of work, clients)	



*1498376007

*2 https://www.hoyoverse.com/en-us/careers

Industry Research – Studio Contacts

Company Name	Hoyoverse
Company URL	https://job-boards.greenhouse.io/hoyoverse/jobs*
Postal Address	
Telephone Number	n.a
Contact Name and email	
Contact Position	
Notes (Type of work, clients)	visual storytelling,

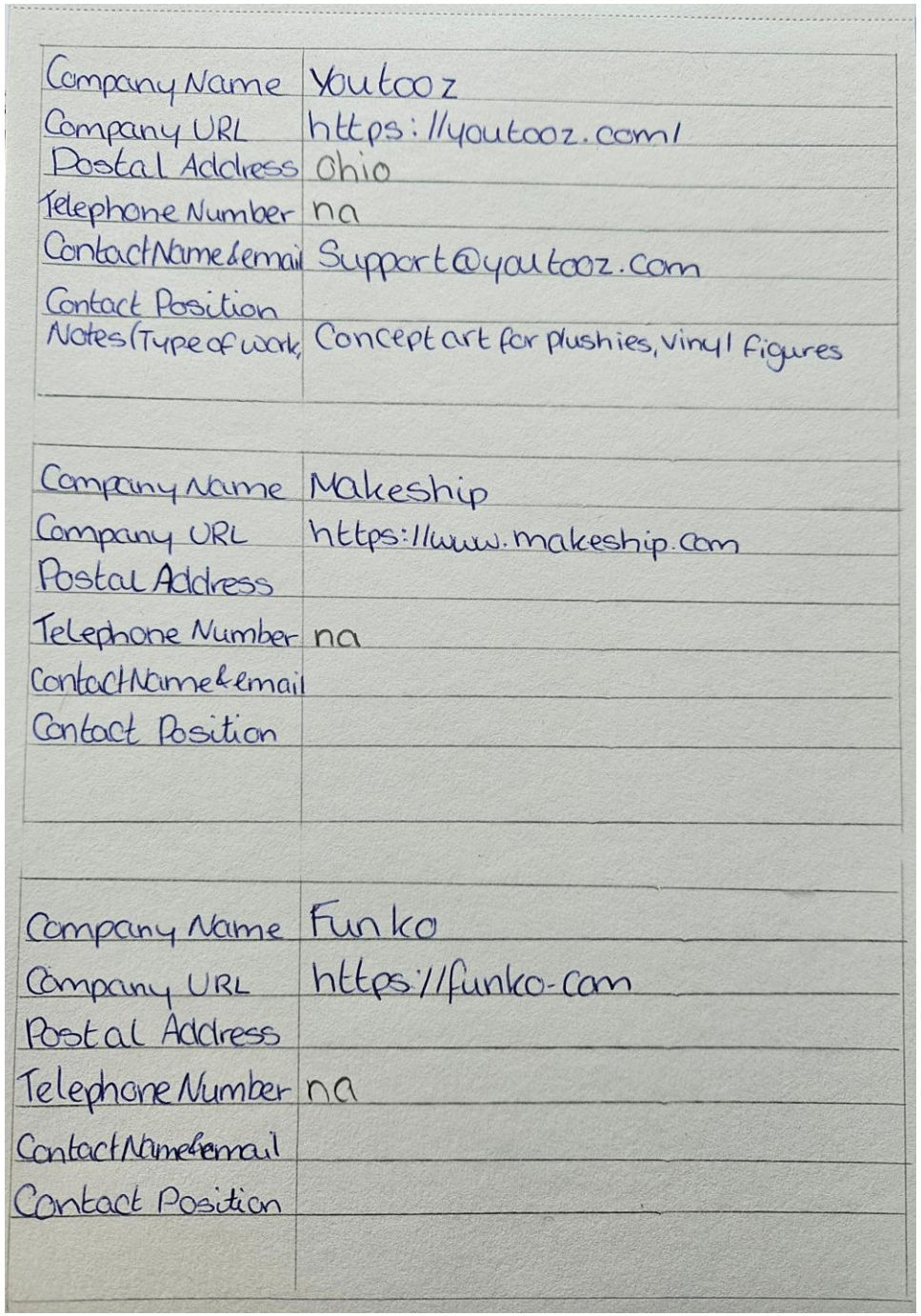
*2 character design URL

Company Name	Infold / papergames
Company URL	https://career.papergames.com/EN/
Postal Address	
Telephone Number	n.a
Contact Name and email	support-EN@infoldgames.com
Contact Position	
Notes (Type of work, clients)	Animation, 3D character designing

Company Name	Steel Wool Studios
Company URL	https://Steelwoolstudios.com/
Postal Address	
Telephone Number	
Contact Name and email	Contact@Steelwoolgames.com
Contact Position	
Notes (Type of work, clients)	Concept monster designs, environment designs, animatronic designs & character designs.

Company Name	Mob Entertainment
Company URL	
Postal Address	
Telephone Number	n.a
Contact Name and email	Info@mobentertainment.com
Contact Position	
Notes (Type of work, clients)	monster/enemy designs, environment design, animation.

This is the updated contact sheet that I have built up that will help me when it comes to attempting to contact them.

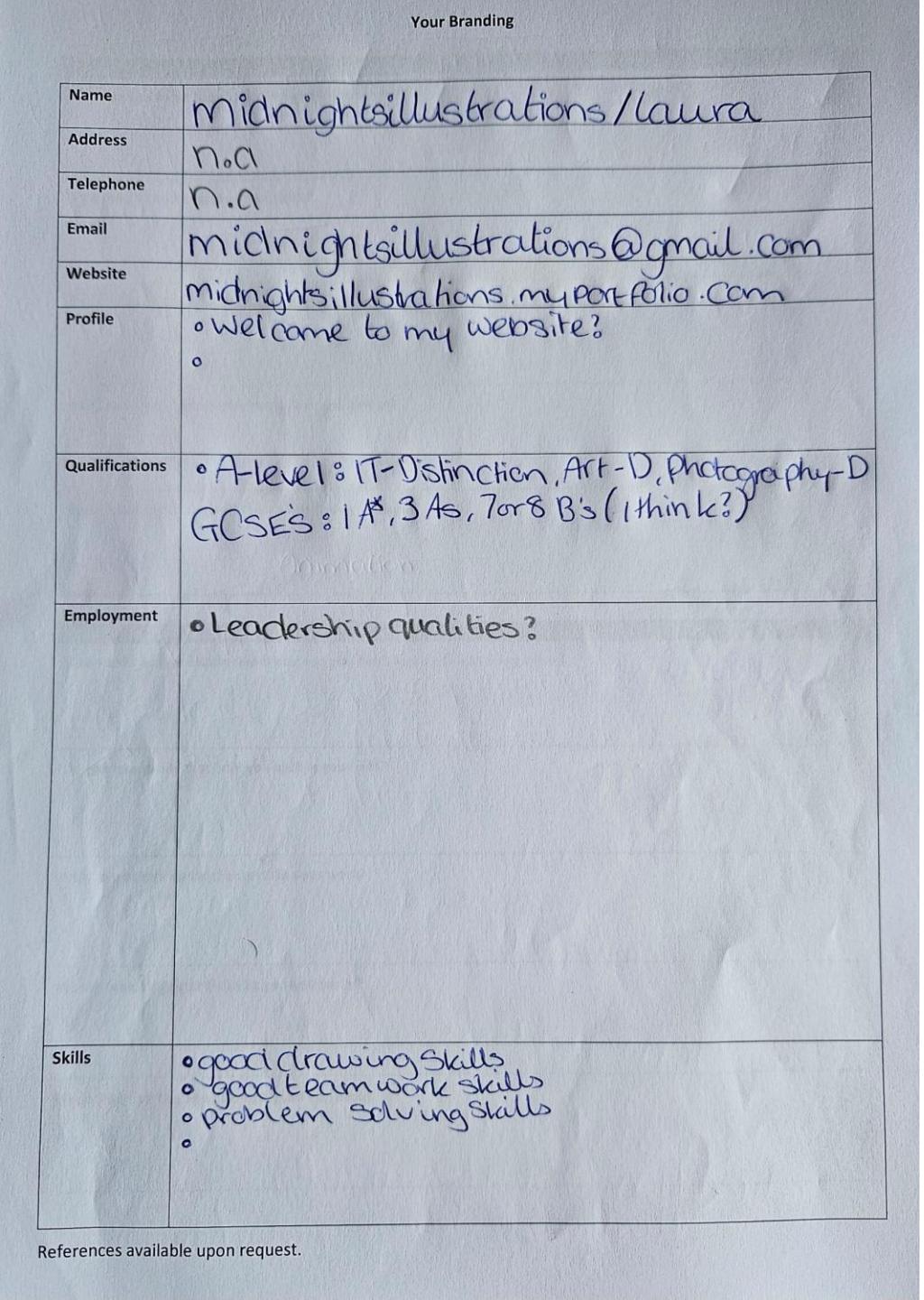


Company Name	Youtooz
Company URL	https://youtooz.com/
Postal Address	Ohio
Telephone Number	na
Contact Name & email	Support@youtooz.com
Contact Position	
Notes (Type of work)	Concept art for plushies, Vinyl figures

Company Name	Makeship
Company URL	https://www.makeship.com
Postal Address	
Telephone Number	na
Contact Name & email	
Contact Position	

Company Name	Funko
Company URL	https://funko.com
Postal Address	
Telephone Number	na
Contact Name & email	
Contact Position	

Some more companies and their contact information.



Your Branding

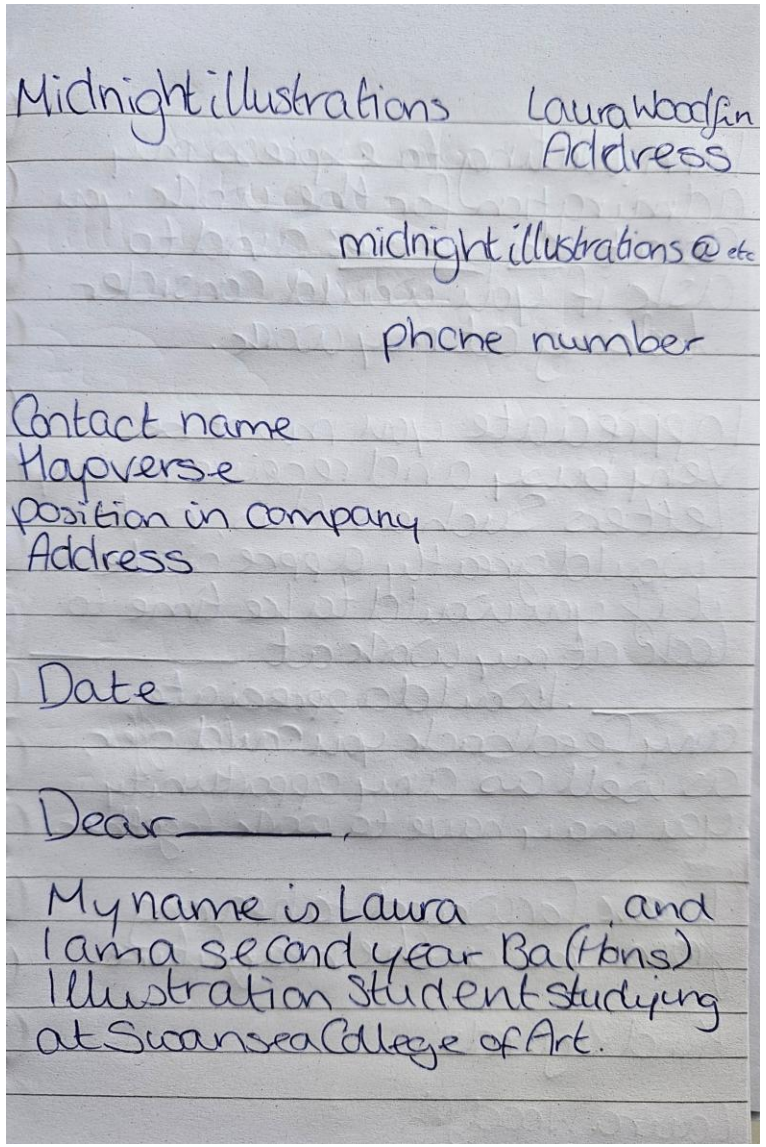
Name	midnightsillustrations / Laura
Address	n.a
Telephone	n.a
Email	midnightsillustrations@gmail.com
Website	midnightsillustrations.myportfolio.com
Profile	• Welcome to my website? •
Qualifications	• A-level: IT-Distinction, Art-D, Photography-D GCSE's: 1 A*, 3 As, 7 or 8 B's (I think?)
Employment	• Leadership qualities?
Skills	• good drawing skills • good team work skills • problem solving skills •

References available upon request.

My Branding/Letterhead:

This is me writing down notes on what my branding is an illustrator. This helps me focus on the key segments of what my branding is or needs to be.

Email Prep:



Midnight illustrations Laura Woodfin
Address

midnight illustrations @ etc

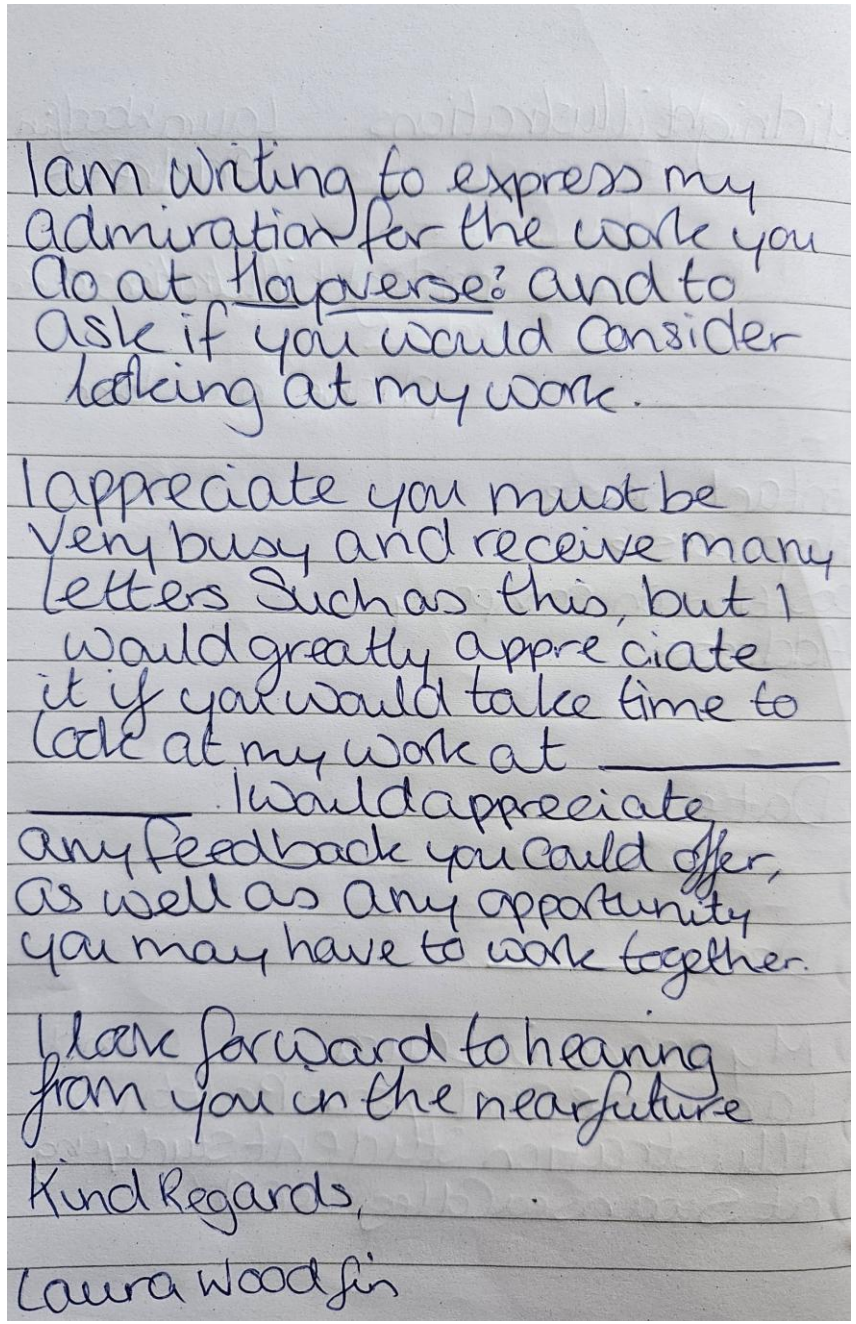
phone number

Contact name
Hayverse
position in company
Address

Date

Dear ____,

My name is Laura and I am a second year Ba (Hons) Illustration student studying at Swansea College of Art.



I am writing to express my admiration for the work you do at Hayverse: and to ask if you would consider looking at my work.

I appreciate you must be very busy and receive many letters such as this, but I would greatly appreciate it if ya would take time to look at my work at ____ I would appreciate any feedback you could offer, as well as any opportunity you may have to work together.

I look forward to hearing from you in the near future

Kind Regards,

Laura Woodfin

This is the test start of how my emails to companies will be set out.

Midnight Illustrations

Laura Woodfin

Address

midnightsillustrations@gmail.com

Contact Name

Company

Position in Company

Address

Date:

Dear__,

My name is Laura Woodfin, and I am a second year Ba (Hons) Illustration student studying at Swansea College of Art.

This slide and the slide below are the typed-up version of the email I wrote down.

This is the formal email basis for what I will use to contact companies.

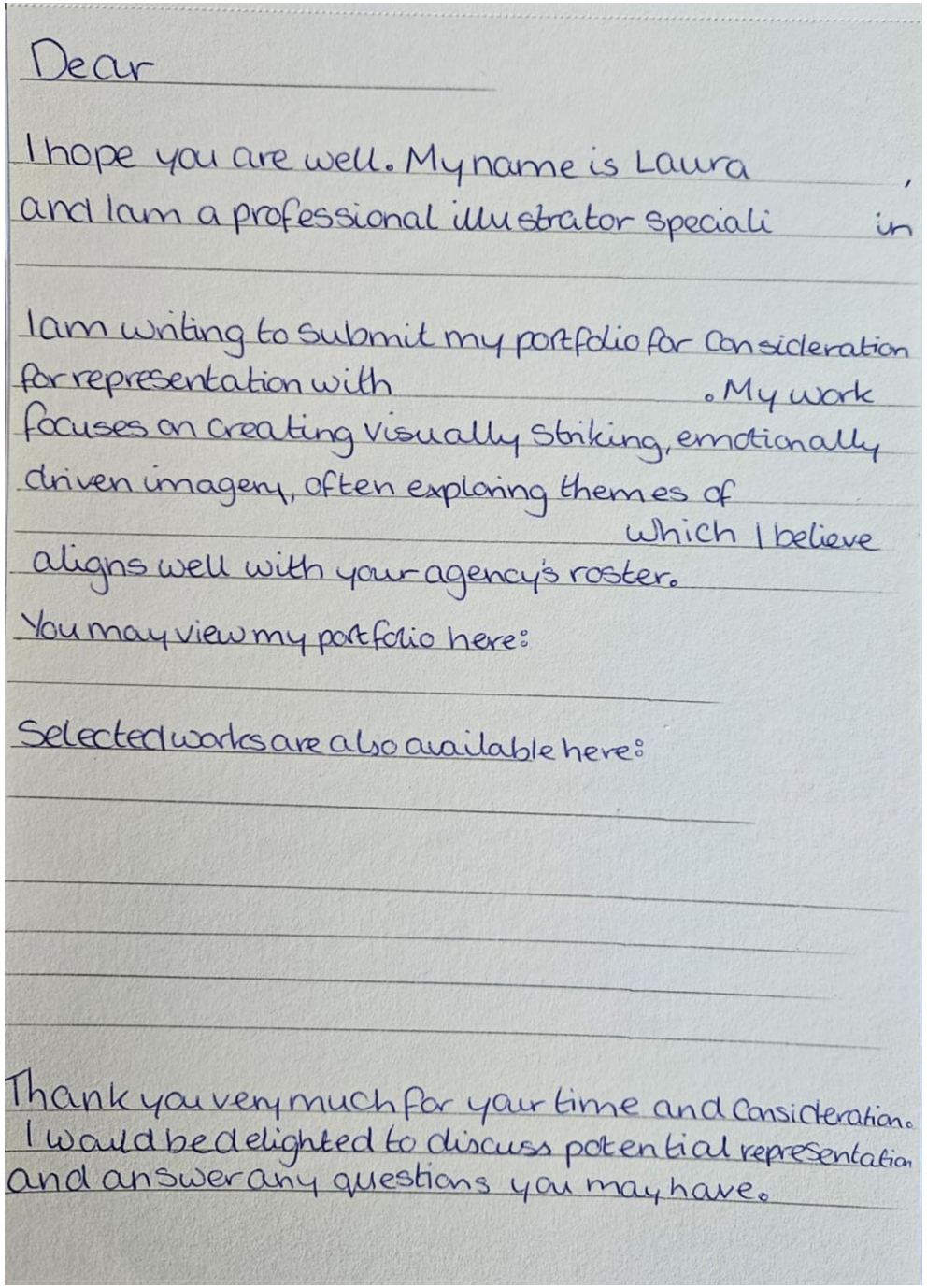
I am writing to express my admiration for the work you do at Hoyoverse and to ask if you would consider looking at my work.

I appreciate you must be very busy and receive many letters such as this, but I would greatly appreciate it if you would take time to look at my work at ___. I would appreciate any feedback you could offer as well as an opportunity you may have to work together.

I look forward to hearing from you in the near future.

Kind Regards

Laura Woodfin



Dear

I hope you are well. My name is Laura ,
and I am a professional illustrator speciali in

I am writing to submit my portfolio for consideration for representation with . My work focuses on creating visually striking, emotionally driven imagery, often exploring themes of which I believe aligns well with your agency's roster.

You may view my portfolio here:

Selected works are also available here:

Thank you very much for your time and consideration. I would be delighted to discuss potential representation and answer any questions you may have.

This is another email test writing that I did before I emailed an agency.

This is what that email looks like typed-up.

Dear,

I hope that you are well. My name is Laura Woodfin, and I am a professional illustrator specialising in Character Design, Environment Design and learning Animation.

I am writing to submit my portfolio for consideration for representation with ____. My work focuses on creating visually striking, emotionally driven imagery, often exploring themes of ____ which I believe aligns well with your agency's roster.

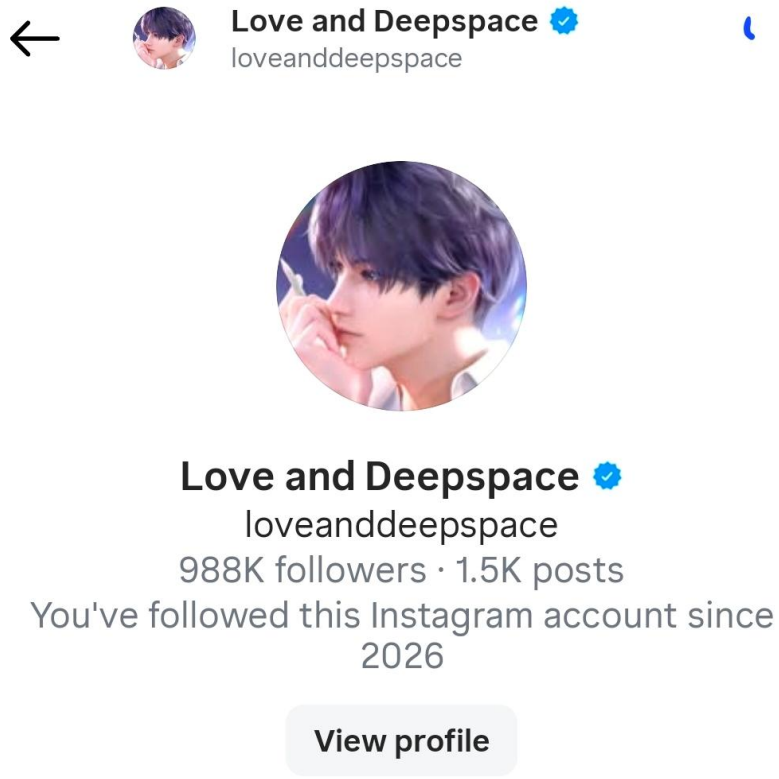
You may view my portfolio here:

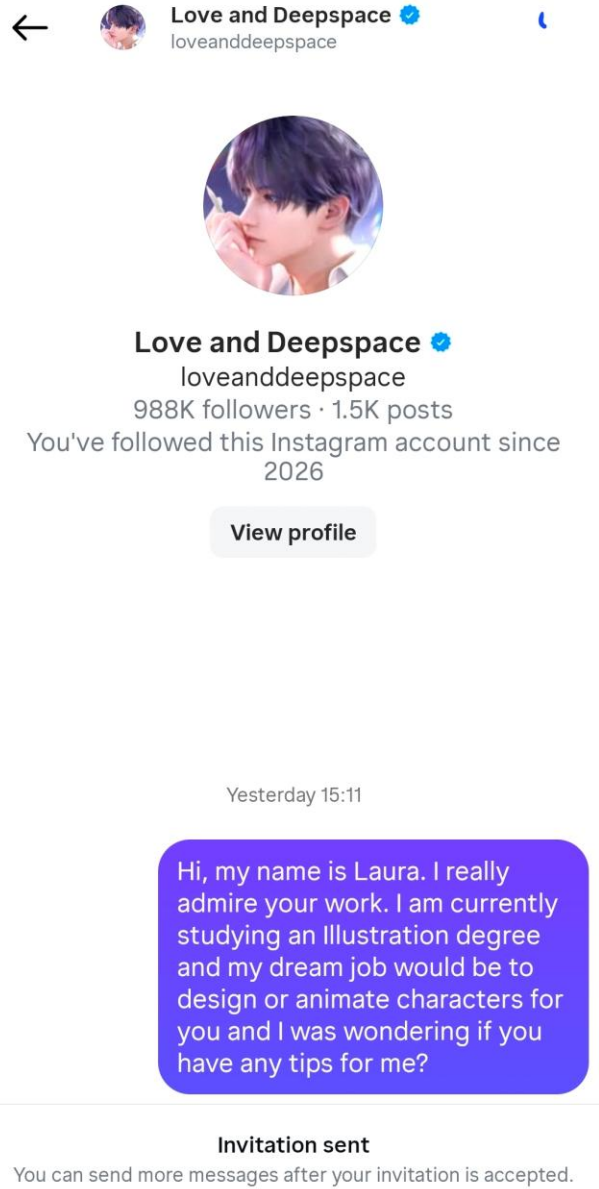
Selected works are also available here:

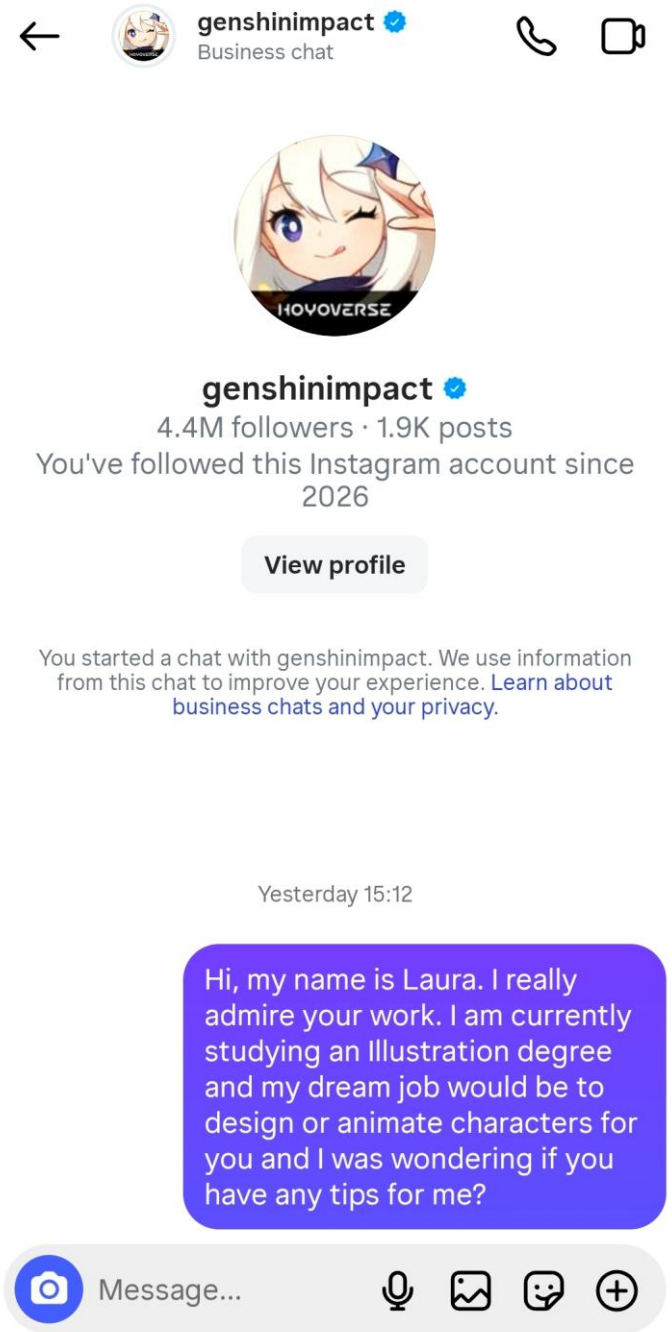
Thank you very much for your time and consideration. I would be delighted to discuss potential representation and answer any questions you may have.

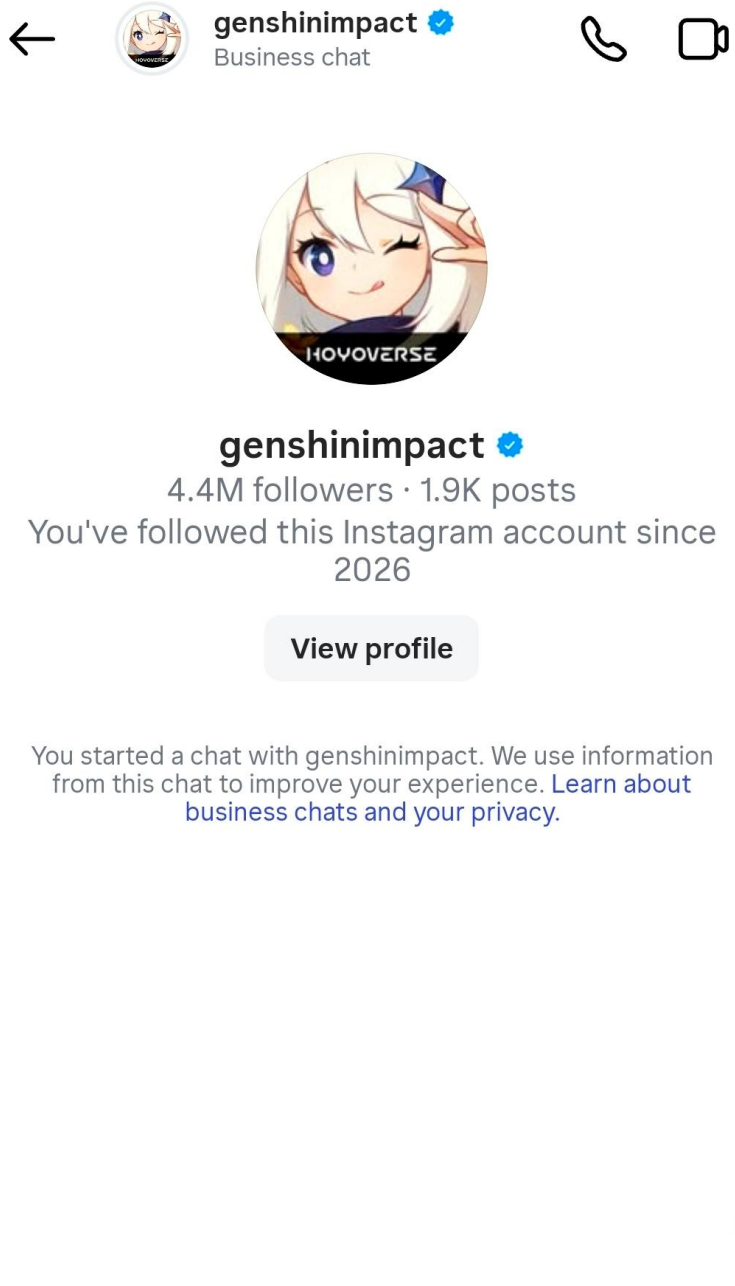
Contacting Companies:

This is the start of me contacting and reaching out to some companies that I am interested in working for.

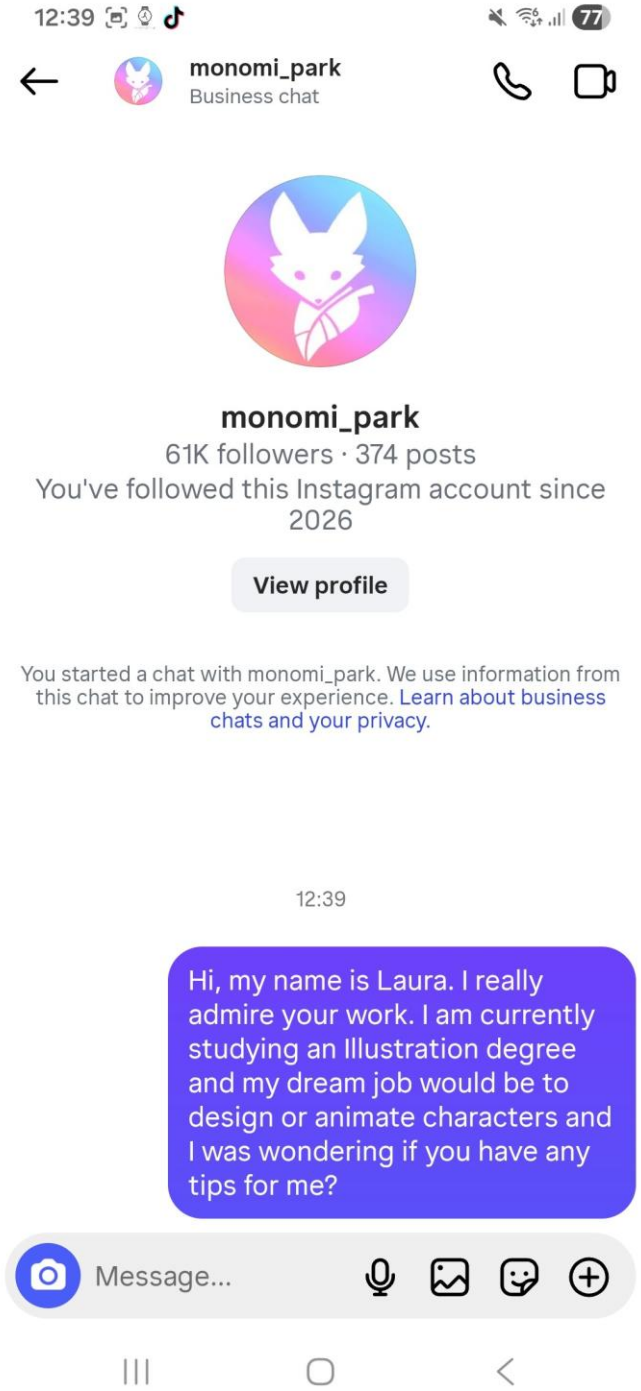


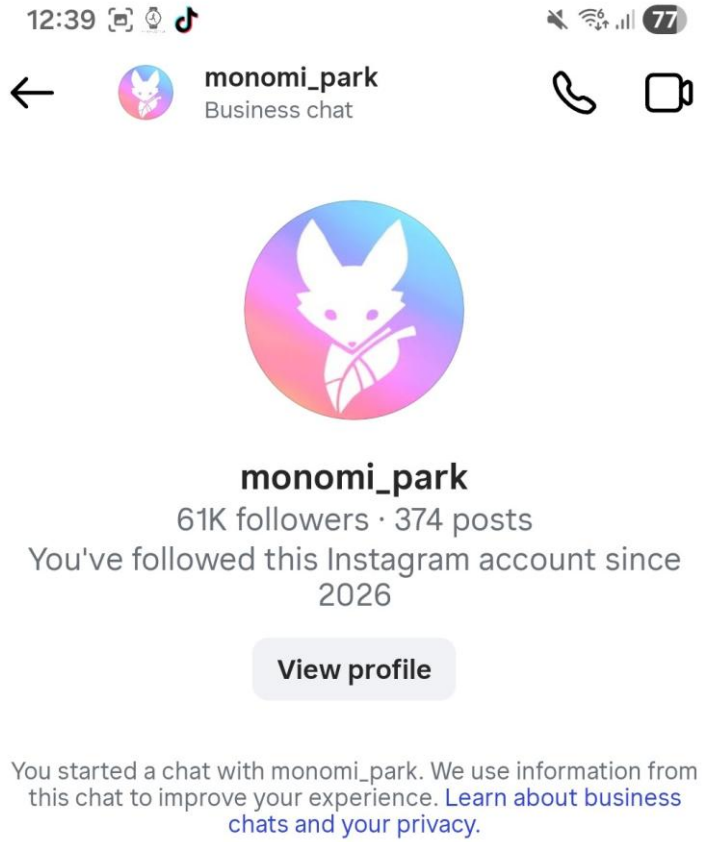






I also contacted Genshin Impacts official Instagram.

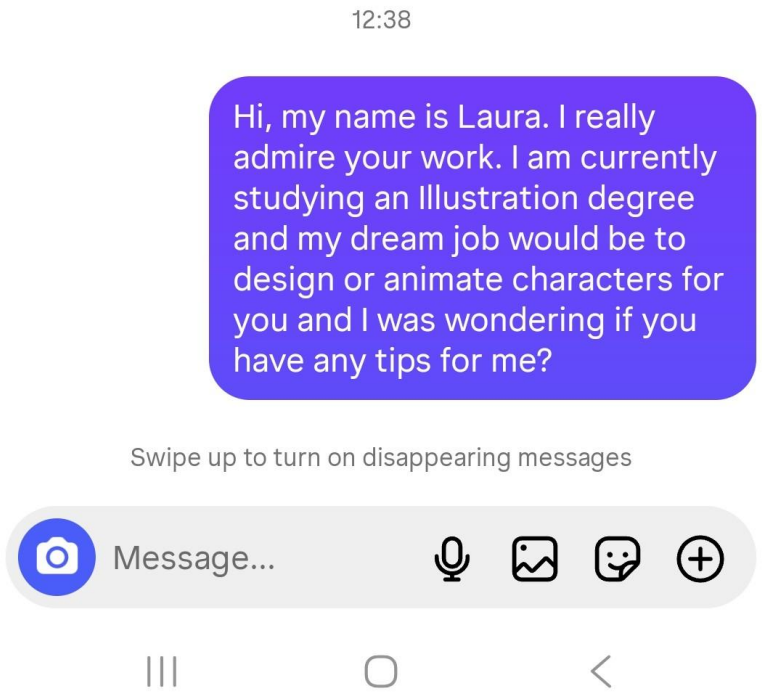


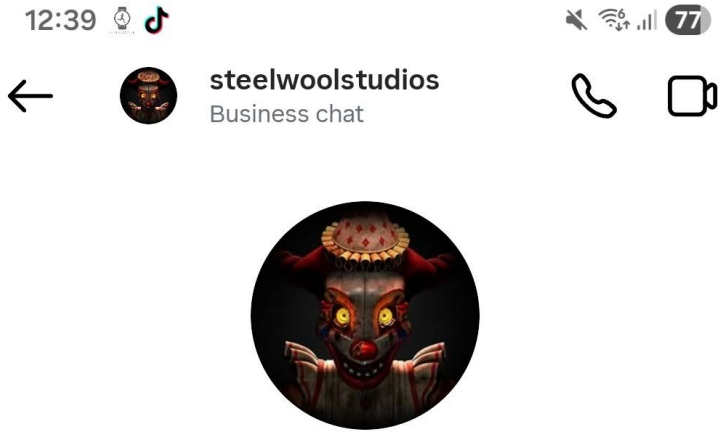


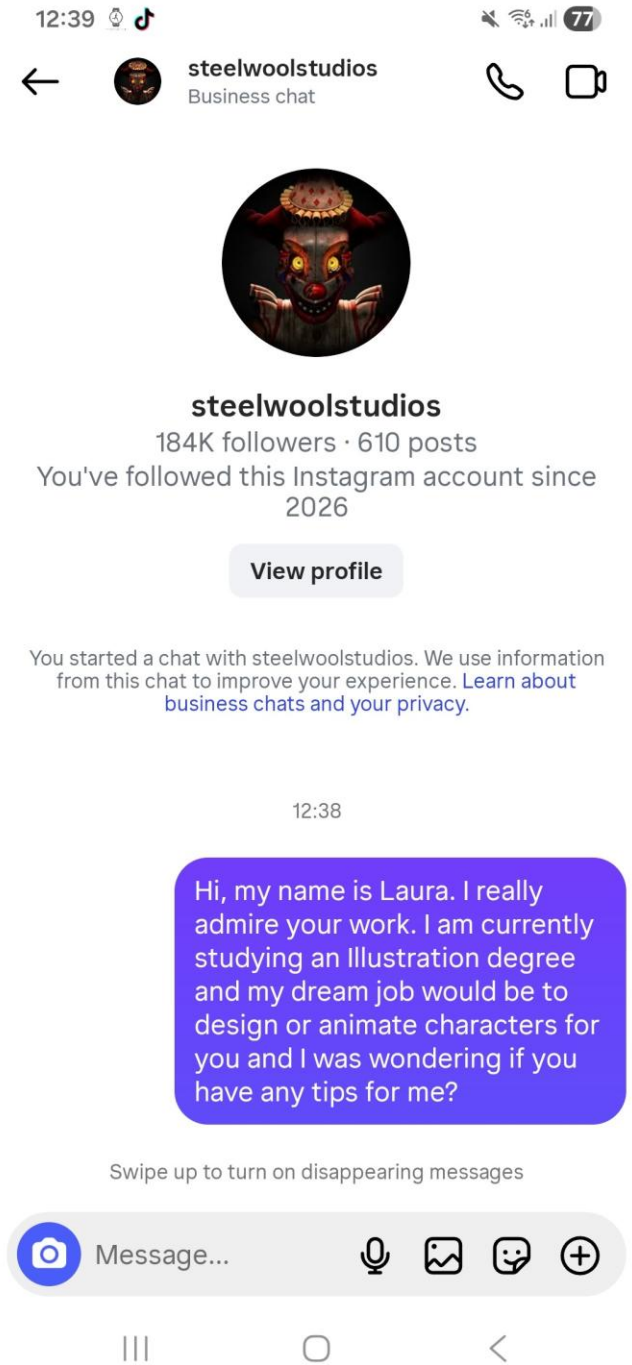
I went on to attempting to contact Monomi Park, who created Slime Rancher, and tried to start a conversation with them.



I also contacted a company Steel Wool Studios on Instagram as well.







Email/on website versions:

Then I attempted to email each company.

My Portfolio

Midnight <midnightsillustrations@gmail.com>
to support-EN, loveanddeepspace-en

12:51 PM (0 minutes ago)

Dear Infold,

My name is Laura Woodfin, and I am a second year Ba (Hons) Illustration student studying at Swansea College of Art.

I am writing to express my admiration for the work you do and to ask if you would consider looking at my work.

I appreciate you must be very busy and receive many emails such as this, but I would greatly appreciate it if you would take time to look at my work at https://midnightsillustrations.myportfolio.com/. I would appreciate any feedback you could offer as well as an opportunity you may have to work together.

I look forward to hearing from you in the near future.

Kind Regards

Laura Woodfin

Reply | Reply all | Forward

My Portfolio Inbox ×

Midnight 12:51 PM (43 minutes ago)

Dear Infold, My name is Laura Woodfin, and I am a second year Ba (Hons) Illustration student studying at Swansea College of Art. I am writing to express my admi

Love and Deepspace via mail.aihelp.net 1:30 PM (4 minutes ago)

to me

Hi Deepspace Hunter,
Thank you for reaching out to us!

If you're interested in the Content Creator programme, here's the link to sign up ~ https://x.com/Love_Deepspace/status/1748629282421973051
If you wish to become a CONTENT CREATOR, here is the sign-up form.
https://docs.google.com/forms/d/e/1FAIpQLSfP9r3sqIhruP8Fy9ZSWVAyqrG0vMBSv2qlNjR2Qempyx7FzA/viewform
The selection criteria are formulated by us based on a combination of several criteria and we are not at liberty to disclose them.
All other information will be further notified by email, so please take care to confirm the email message in time.

Thank you for your understanding and cooperation.
Traversing Deepspace, be with you.

I got a response back from Infold but its not exactly answering my email.

My Portfolio

Midnight <midnightsillustrations@gmail.com>
to contact

12:52 PM (0 minutes ago)

Dear Steel Wool Studios,

My name is Laura Woodfin, and I am a second year Ba (Hons) Illustration student studying at Swansea College of Art.

I am writing to express my admiration for the work you do and to ask if you would consider looking at my work.

I appreciate you must be very busy and receive many emails such as this, but I would greatly appreciate it if you would take time to look at my work at https://midnightsillustrations.myportfolio.com/. I would appreciate any feedback you could offer as well as an opportunity you may have to work together.

I look forward to hearing from you in the near future.

Kind Regards

Laura Woodfin

Reply Forward

My Portfolio

Midnight <midnightsillustrations@gmail.com>
to support_os, genshin_cs, hsrcs_en

12:52 PM (0 minutes ago)

Dear Hoyoverse,

My name is Laura Woodfin, and I am a second year Ba (Hons) Illustration student studying at Swansea College of Art.

I am writing to express my admiration for the work you do and to ask if you would consider looking at my work.

I appreciate you must be very busy and receive many emails such as this, but I would greatly appreciate it if you would take time to look at my work at https://midnightsillustrations.myportfolio.com/. I would appreciate any feedback you could offer as well as an opportunity you may have to work together.

I look forward to hearing from you in the near future.

Kind Regards

Laura Woodfin

Reply | Reply all | Forward

My Portfolio

Midnight <midnightsillustrations@gmail.com> 12:52 PM (1 minute ago)

to info

Dear Mob Entertainment,

My name is Laura Woodfin, and I am a second year Ba (Hons) Illustration student studying at Swansea College of Art.

I am writing to express my admiration for the work you do and to ask if you would consider looking at my work.

I appreciate you must be very busy and receive many emails such as this, but I would greatly appreciate it if you would take time to look at my work at https://midnightsillustrations.myportfolio.com/. I would appreciate any feedback you could offer as well as an opportunity you may have to work together.

I look forward to hearing from you in the near future.

Kind Regards

Laura Woodfin

Reply Forward

Submit a request

Your email address

midnightsillustrations@gmail.com

Platform

Other

Subject

My Portfolio

Submit a request – Disney Guest Services

Description

Dear The Walt Disney Company,

My name is Laura Woodfin, and I am a second year Ba (Hons) Illustration student studying at Swansea College of Art.

Description

student studying at Swansea College of Art.

I am writing to express my admiration for the work you do and to ask if you would consider looking at my work.

Description

consider looking at my work.

I appreciate you must be very busy and receive many emails such as this, but I would greatly appreciate it if you would take time to look at my work at https://midnightsillustrations.myportfolio.com/. I would appreciate any feedback

Description

I look forward to hearing from you in the near future.

Kind Regards

Description

I look forward to hearing from you in the near future.

Kind Regards

Laura Woodfin

This slide and the slide above is me contacting Disney about my portfolio.

Thank you for contacting Disney Support! Inbox ×

Disney Support <support@disneyonline.com>
to me

1:32 PM (4 minutes ago)



Thanks for getting in touch with the Disney support team!

We've received your request 8510808. Please note our team is experiencing a higher than normal contact volume, but we will get back to you as soon as possible. In the meantime, please check out our Disney help center for answers to the most commonly asked questions.

I received an automatic response back from Disney.

Have a magical day!

Disney Support Team

Best,
Disney Support Customer Care

The rest of the response.

EMAIL ADDRESS

midnightsillustrations@gmail.com

ENQUIRY TYPE

Business | Press | Content Creators | General

SUBJECT

My Portfolio

MESSAGE

Dear Monomi Park,

My name is Laura Woodfin, and I am a second year Ba (Hons) Illustration student studying at Swansea College of Art.

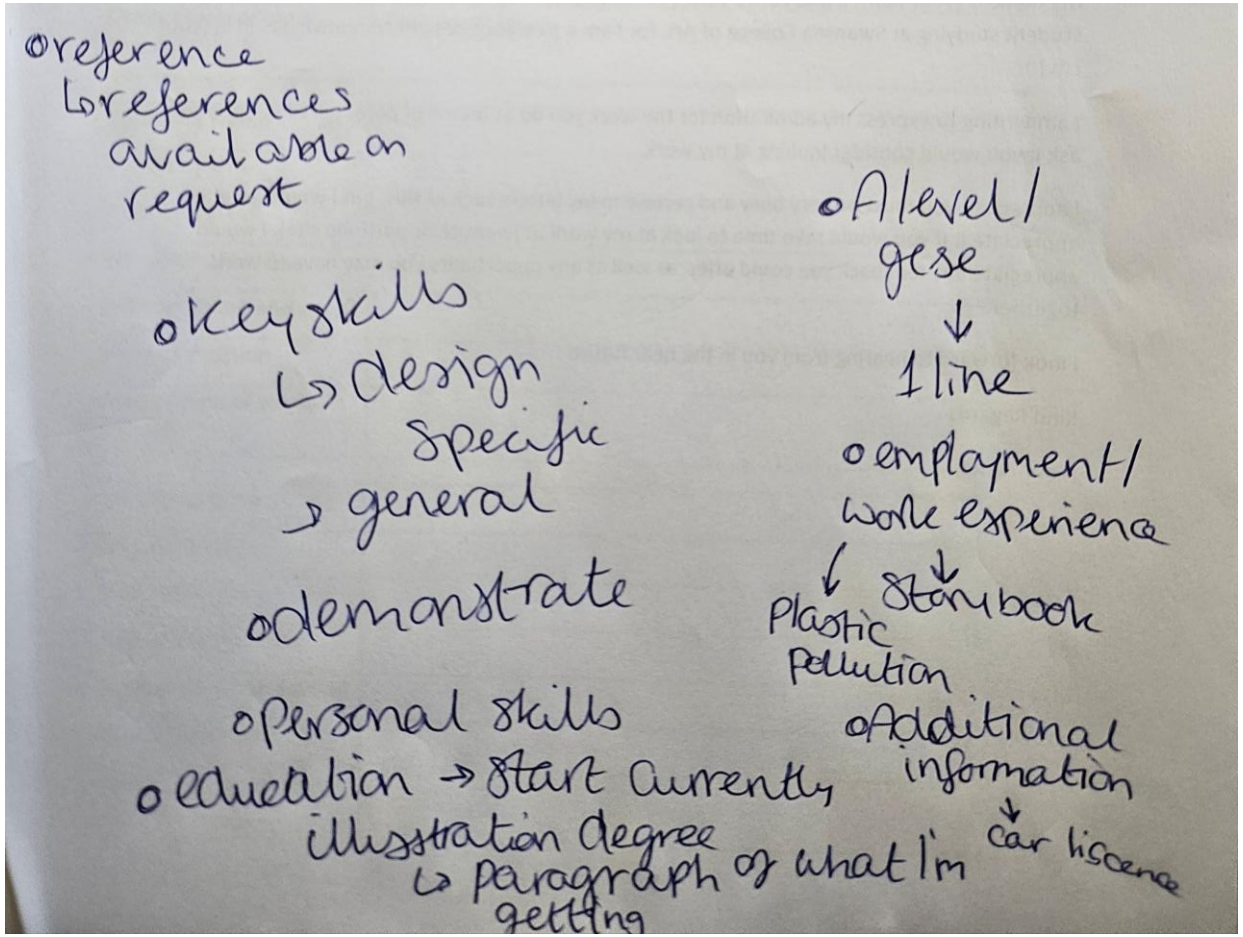
I am writing to express my admiration for the work you do and to ask if you would consider looking at my work.

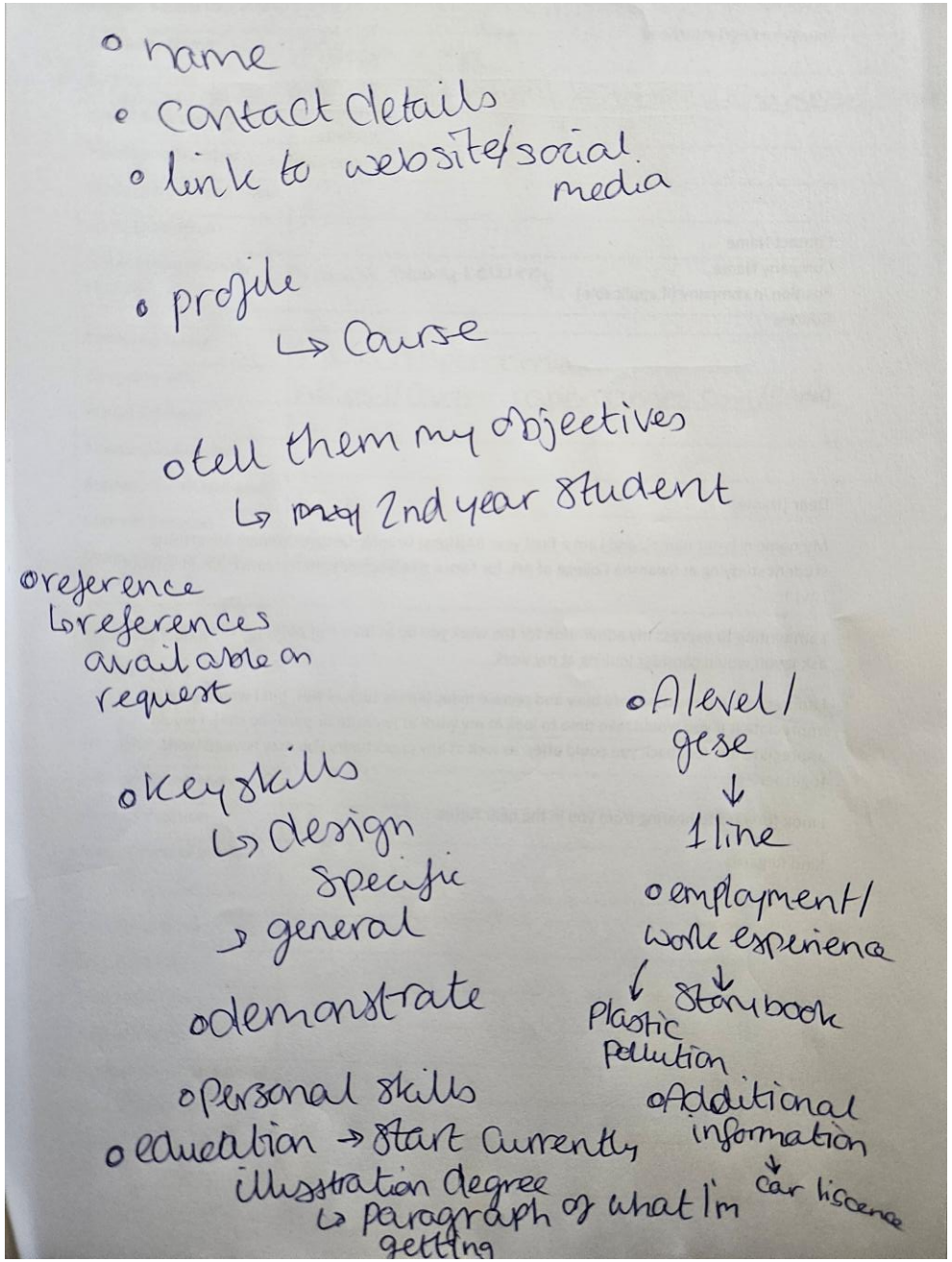
I appreciate you must be very busy and receive many emails such as this, but I would greatly appreciate it if you would take time to

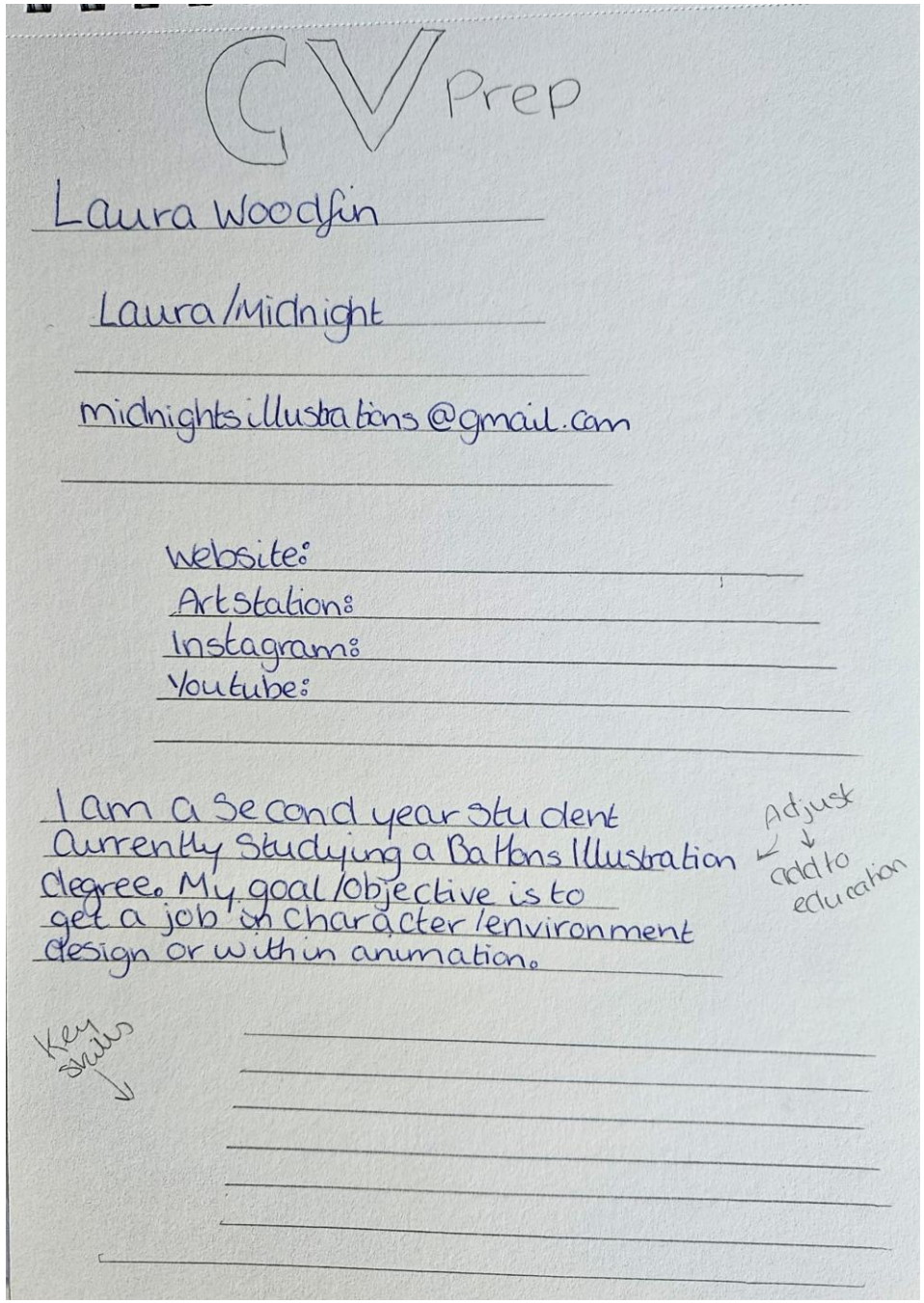
submit

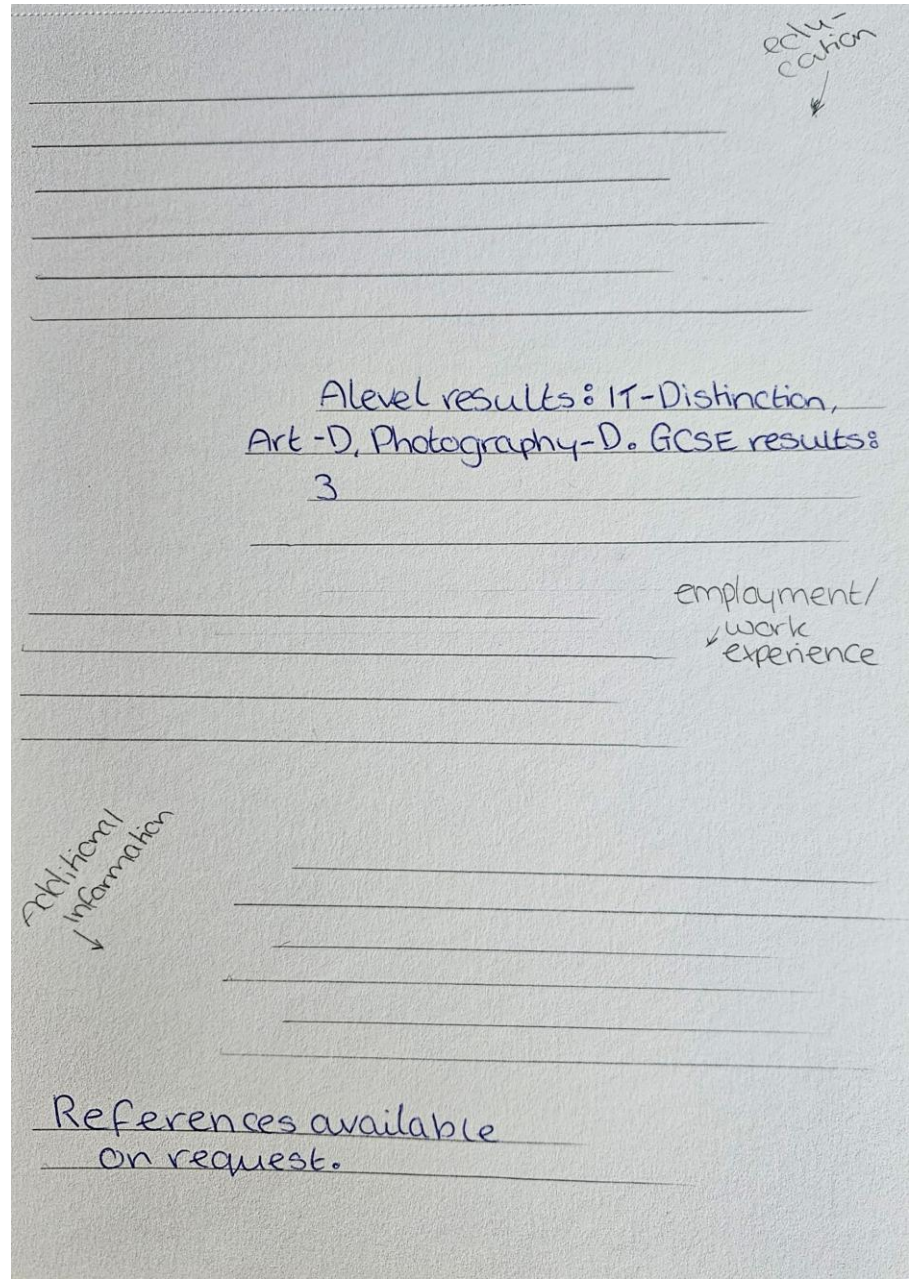
CV Prep:

To prepare to write my CV, I initially jotted down notes of what I could put into it.









I started to test out writing the segments of my CV down.

Final CV:

This slide and the slide below are my final CV.

I used the notes I wrote down along with the test CV I planned to attempt to write it up properly.

The real CV that would be sent out to companies would have a white background.

midnightsillustrations@gmail.com

Website:

Art Station:

Instagram: https://www.instagram.com/midnightsillustrations?utm_source=qr&igsh=MXN1c3BqbXcxcHA5Mg==

LinkedIn: http://www.linkedin.com/in/midnight-illustrations-5a08943b8

Youtube:

Goal/Objectives: My goal is to get a job in character design/ environment design or in the animation industries.

My key skills are being able to draw both digitally and traditionally,

Personal skills: I have had previous leadership experience through having to lead a team in running a few years back.

I have good time management skills from being able to work on each one of my modules for University.

Education: I am a second-year student currently studying Illustration. I will be graduating with a BaHons degree next year.

A-level results: IT-Distinction, Photography-D, Art-D

GCSE results: 1-A*, 3-A's, 7 or 8-B's

Employment/work experience

I have had some work experience however it has not been within the illustration industry. This is because I had to complete work experience a few years back but couldn't get work experience in the industry I wanted so I managed to gain some work experience elsewhere.

I currently worked on some real client briefs as part of one of my modules and have produced final outcomes that have been sent/shown to the client.

I have also been attempting to contact companies to showcase my work or ask them about their work.

Additional Information

I do not currently have a car licence, but I will soon be aiming to get one.

References available on request

This is the rest of my CV.

Cover Page:



Laura Woodfin

Laura/Midnight

midnightsillustrations@gmail.com

Website:

Art Station:

Instagram:
https://www.instagram.com/midnightsillustrations?utm_source=qr&igsh=MXN1c3Bqb
XcxcHA5Mg==

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Additional Information

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References available on request

After writing the CV out, I started to work on the cover page for my CV.

This is my final CV/Cover page.

Zoomed in looks:



Laura Woodfin

Laura/Midnight

midnightsillustrations@gmail.com

Website:

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https://www.instagram.com/midnightsillustrations?utm_source=qr&igsh=MXN1c3Bqb
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Reflection:

I have really enjoyed working on this module and have pushed myself to post on social media and to contact companies which has been difficult to do but I am very happy that I managed to do that.

To improve on this assignment segment of the module, I would have liked to try and further push my communication skills and my confidence skills.