

WILL KEVANS

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I have been a cartoonist and animator for over 20 years. I began my career as an illustrator and pen and ink artist and worked as an editorial cartoonist for the Telegraph, as an illustrator for comic strips such as Billy No Mates, and as a Props Designer on BBC's Dennis the Menace. I then moved into animation, game design and advertising, winning awards in web design (for Dr Vet) and for my illustration work on e-learning course material for Epigeum, a spin-out company from Imperial College London, now part of Oxford University Press.

I have spent several years working as a freelance and full-time designer in London, where I have worked for some of the world's leading brands, including Honda, SKY, Vodafone, Audi, Sony, Universal Records, Nokia, KPMG, Johnson & Johnson, Chanel, Coutt, Gap, Natwest, Visa International, Labour Party, ITV, HSBC, Coutts & Co., HMV, Chanel and many more.

Recently, I completed a graphic novel about my experiences as a teenage guardsman in the Welsh Guards during the Falklands War. The book has been featured on several news programmes including Channel 4 News, ITV News and BBC News, and Panorama based a half-hour documentary on the book, using animation for the first time in the programme's history.

For the past 3 years I have been creating a series of app games which will be released this year.

SKILLS & ABILITIES

GDD Design

UX Design

Flash (adv.) with SC AS3 &

AS2 (Adobe Certified)

Character Designer

Games Designer

Animator

Cartoonist/Caricaturist

Fashion Illustrator

Storyboard artist

Pen and ink artist

Adobe Premier

Illustrator

Photoshop

After Effects

Logic 8

Pro Tools

3D Studio Max

Eyeblaster

Double Click

Fireworks

INTERESTS

Rock climbing

Kayaking

Parachuting

Playing guitar

PREVIOUS EMPLOYMENT

ANIMATION

2016 - present **Partner, Pilot X**

Games design and animation for iPhone apps

2014 - 2015 **Illustrator and Designer, Epigeum**

Creating cartoon strips and animation for online teaching application for PhD students.

Epigeum is the leading provider of online courses. It was founded as a spin-out company from Imperial College London and is now part of Oxford University Press. I was hired to illustrate some courses for ACCA (the Association of Chartered Certified Accountants) in comic format. The course has won six awards, including Exporting Excellence – Education Provision (Education Investor Awards 2016) and Best Online Distance Learning Programme – Bronze Award (Learning Technology Awards 2016).

2015 **Designer, KPMG Oliver Agency**

Creating animation and presentations

App design

After Effects

Flash

Premiere film editing

- 2014 Corporate web design
Senior Games Designer, mkodo
 Creating concepts for a major producer of casino games
 Producing GDD Documents
 Designing UX for a forthcoming commercial casino slot-game app.
- 2014 **Senior games Designer at BeJig**
 UX design
 GDD lead design
- 2012 - 2014 **Senior Games Designer at TopJack Games (permanent)**
 Designing characters and concepts for online casino games
 Creating General Design Documents
 Creating wireframes
 Copywriting
 UX design
 Graphic design
 Flash animation
 Creating multi-language games platforms
- 2010 - 2012 **Senior Flash Designer, The Libertine (permanent)**
 Working for advertising agency on high-profile digital content for major clients including:
 Designing and implementing animation for giant-format advertising screens at Victoria and
 Liverpool Street stations for Artemis
 Designing animatics for Comet and Butlins advertising campaigns
 Designing fashion drawings for New Look's staff magazine
 Editing a series of online videos for Shepherd Neame
 Designing a series of television channel idents for Babyliss
 Designing title animation for a series of online DIY videos for Wickes
 Creating online banners for HMV, Henderson and Gartmore
- 2010 **Flash Designer, Johnson & Johnson**
 Designing and creating an interactive self-help public health animation
- 2010 **Banner Designer, M&C Saatchi LIDA**
 Designing concept boards and animating banners for Curry's and Travelex
- 2009 **Flash Designer, Real 451**
 Creating microsite, including two games, for *Monsters vs Aliens*
- 2009 **Flash Designer, Soup Agency**
 Designing and animating berries for Innocent Smoothies
- 2009 **Banner Designer, BMB**
 Designing and animating banners for Thompson Holidays advertising campaign
- 2008 **Games Designer, Nokia**
 Designing and creating a viral banner game. Liaising with RGA employees to explain possible
 uses of Flash to meet the requirements of their clients
- 2008 **Flash Designer, Decca Records**
 Designing and creating a pop video for The Revelations band
- 2008 **Flash Designer, Hurrell & Dawson**
 Creating an animated engine part for a television commercial for Aston Martin
- 2008 **Flash Designer, BBC**
 Designing and creating Flash animation for The Watering Hole, the BBC New Comedy
 website
- 2007 - 2008 **Scooby Doo Lead Illustrator, Warner Bros (long contract)**
 Designing and implementing a multi-platform educational game for children using Flash.
 Working closely with Warner Bros professionals to ensure that the game was designed to
 schedule (within 12-month period). Ensuring that the style of the game reflected the style of
 the original *Scooby Doo* television series while remaining contemporary for a new audience. I
 was responsible for creating and designing all of the background elements and interface.
- 2007 **Flash Designer, Unit 9**
 Creating animated transition for Belvedere Vodka and AT and T
- 2007 **Flash Designer, Meme**
 Producing character animation for BP training module
- 2006 **Games Designer, Electracade**
 Designing interfaces for online games for Ladbrokes, Paddy Power and William Hill

- 2006 **Games Designer, Universal Records**
Designing and creating a viral game to promote The Bloodhound Gang's single release. This was a Russian-roulette game featuring the band's members as cartoons. The game was created using Flash and incorporated data capture.
- 2006 **Flash Designer, Grand Union**
Designing advertising banners for Abbey National
- 2005 **Games Designer, Sony**
Designing and creating a multi-platform game to promote a video conferencing screen made by Sony in the style of *SuperMario Brothers*
- 2005 **Flash Designer, DefJam Records**
Designing and creating a music video for Suncycle using Flash (the song stayed at number one in the Jamaican charts for six weeks)
- 2004 **Flash Designer, Break In The City**
Designing games and interfaces, including coding, for online games
- 2004 **Games Designer, Play Lottery**
Designing interfaces for online games
- 2003 **Flash Designer, BBC**
Creating illustrations for an online game for CBeebies website
- 2003 **Flash Designer, Vodafone**
Designing and creating a viral animated film for Vodafone Christmas campaign
- 2003 **Flash Designer, Sky TV**
Designing banners for the internet
- 1998 - 1999 **Props Designer, Collingwood O'Hare (long contract)**
Designing and drawing props for *Dennis the Menace* television series. This was a conceptual role which involved creating submarines and custard-pie launching machines in the style of the original Dennis the Menace comic.

ADVERTISING (NON-ANIMATION)

- 2010 **Storyboard Artist, Audi and Skoda**
Drawing storyboards and creating concepts for Audi and Skoda commercials
- 2008 **Storyboard Artist, LIDA**
Drawing storyboards for television advertising campaign for Samsung
- 2008 **Storyboard Artist and Creative, Autotrader**
Developing design ideas, creating storyboards and making banners for Autotrader's advertising campaign
- 1991 - 2007 **Freelance Cartoonist**
Clients: Ribena (berries), Adams Clothing, TK Maxx and the Woolwich

EDITORIAL

- 1997 - 2003 **Editorial Cartoonist, The Telegraph**
Designing and drawing games and editorial illustrations for 5 years
- 1994 - 2003 **Games Illustrator, Daily Mirror**
Developing ideas and concepts for children's games for colour supplement
- 1991 - 2003 **Games Designer and Illustrator, Take a Break and Take a Puzzle**
Developing ideas and concepts for children's games such as mazes and spot-the-difference
- 1991 - 2002 **Freelance Cartoonist**
Clients: Disney, Times, Sun, Penthouse, Golf Monthly and ABTA Golf Magazine

ILLUSTRATION

- 1991 - today **Package Designer, Funnyman Jokes**
Designing and creating artwork for joke manufacturer
- 1991 - 1997 **Comic Book Artist, Zit Comic**
Drawing comic artwork for strips such as *Billy No Mates*, *Madass Hussein* and *Postman Prat*
- 1991 - 2002 **Freelance Cartoonist and Illustrator**
Clients: André Deutsche Publishing (Cops & Robbers Joke book), Hippo Scholastic and Penthouse magazine

CARICATURES

1991 - present **Freelance Caricaturist**

Performing as a caricaturist at private functions and corporate events and on television (Newsnight) for clients such as Chanel, Visa International, the Labour Party, ITV, Honda, Disney, Natwest, HSBC and Coutts & Co. I have been working for Sternberg Clarke, London's leading entertainment agency, since 2014.