

WILL KEVANS

Tel: 01666 575 238

Email: willkevans9@gmail.com

Online portfolio: www.willkevans.carbonmade.com

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.

I was the Lead Designer on Warner Bros' Scooby Doo game, responsible for creating backgrounds in the style of the famous cartoon. I created a promotional game to coincide with the release of the Monsters vs Aliens movie, again replicating the required style. I have designed countless online casino games for several companies including Ladbrookes, William Hill and Paddy Power. My advertising work saw me working with clients such as Honda, SKY, Vodafone, Audi, Sony, Universal Records, Nokia, KPMG, Johnson & Johnson, Gap, Natwest, Visa International, ITV, HSBC, Coutts & Co., HMV and Chanel.

Some of my work has won awards. I designed a website which won a design award (Dr Vet) and I designed e-learning comic strips for Epigeum, a spin-out company from Imperial College London, now part of Oxford University Press.

Recently, I completed a graphic novel about my experiences as a teenage Guardsman fighting in a war. The book was featured on several news programmes including Channel 4 News, ITV News and BBC News, and Panorama based a half-hour documentary on it, using animation for the first time in the programme's history.

A few years ago, and along with a programmer, I set up a company called Pilot X to create a series of 2D side-scrolling mobile game apps for Android and iPhone. We are currently developing our third game.

I am available to work remotely on a temporary or permanent basis and I am available for short contracts worldwide.

SKILLS & ABILITIES

GDD Design

UX Design

Adobe Animate (advanced)

With SC Action Script AS3 & AS2 (Adobe Certified)

Unity

Adobe Premier

Illustrator

Photoshop

After Effects

Spine

Blender

Character Designer

Senior Game Designer

2D Animator

FIGMA

Cartoonist/Caricaturist

Fashion Illustrator

Storyboard artist

Pen and ink artist

Logic 8

Pro Tools

3D Studio Max

Eyeblander

Double Click

Firework

INTERESTS

Playing guitar & singing

Kayaking

Parachuting

Mountaineering

Skiing

Wine making

PREVIOUS EMPLOYMENT

ANIMATION:

2016 - present **Partner, Pilot X**

Creating a series of 2D side-scrolling mobile gaming apps for Android and iPhone using Unity

- 2022 **Senior Game Designer, Games Global**
Designing slot games
- 2020 **Senior Designer, Royal Signals Regiment, Ministry of Defence**
Creating an animated promotion for the centenary of The Royal Signals Regiment
- 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 **Senior Game 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 Game Designer at BeJig**
UX design
GDD lead design
- 2012-2014 **Senior Game 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 Motions Graphic 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 **Game 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, Hurrel & 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 **Lead Illustrator, Scooby Doo, 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. 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 **Game Designer, Electracade**
Designing interfaces for online games for Ladbrokes, Paddy Power and William Hill
- 2006 **Game 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 **Game 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 **Game 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)

- 2022 **Designer, 5asideChess**
Designing characters for promotional purposes
- 2021 **Designer, Brithop**
Designing beer can art work for award-winning micro brewery
- 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
- 1994-2003 **Game Illustrator, Daily Mirror**
Developing ideas and concepts for children's games for colour supplement
- 1991-2003 **Game 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

- 2121 **Cartoonist, The QEII Centre**
Creating a selection of comic strips for conference centre based in Westminster
- 2020 **Designer, Brithop Brewing Company Ltd**
Designing 'Brit Pop' beer can for artisan brewery
- Logo Designer, Smokin Rhino Company**
Creating logo for independent record label
- 2019 **Storyboard Artist, Nicholas Lynes**
Creating storyboards for production company (Grand Theft Auto style)
- Logo Designer, Natty Rico**
Creating logo for LA-based DJ
- 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-today **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.