

WILL KEVANS

ANIMATOR · GAMES DESIGNER · CARTOONIST & ILLUSTRATOR

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PROFILE

Cartoonist, animator and games designer with over 20 years' experience spanning editorial illustration, 2D/Flash animation, game design and advertising. Lead Designer on Warner Bros' Scooby Doo educational game and designer of online casino games for Ladbrokes, William Hill and Paddy Power. Advertising clients include Honda, Sony, Vodafone, KPMG, Johnson & Johnson, Visa International and Chanel. Co-founder of Pilot X, building 2D mobile games for Android and iPhone. Available for remote work and short contracts worldwide.

SKILLS & ABILITIES

GDD & UX Design · Adobe Animate (Adv., Certified) · Unity · ActionScript AS2/AS3 · Photoshop · After Effects · Illustrator · Premiere · Figma · Spine · Blender · 3D Studio Max · Character Design · Storyboarding · Cartoonist / Caricaturist

KEY EXPERIENCE

2024-present	Games Designer , Aris TX Designing slot games.
2016-present	Partner , Pilot X Co-founded a studio creating 2D side-scrolling mobile games for Android and iPhone using Unity; third title currently in development.
2022	Senior Games Designer , Games Global Designing slot games.
2012-2015	Senior Games Designer / Illustrator , TopJack Games, mkodo, Epigeum Senior design and UX work on commercial casino slot games; illustrated award-winning e-learning comic strips for Epigeum (Imperial College London / Oxford University Press).
2010-2012	Senior Motion Graphics Designer , The Libertine Digital advertising content for major clients including giant-format screens at Victoria and Liverpool Street stations, and campaigns for Comet, Butlins, New Look and Wickes.
2007-2008	Lead Illustrator, Scooby Doo , Warner Bros. Lead designer on a multi-platform educational game; responsible for all background elements and interface, staying true to the original series' style.
2003-2010	Flash & Games Designer , BBC, Sky TV, Vodafone, Nokia, Sony, Universal Records and others Designed and built viral games, banners and animated promotions for major broadcast and consumer brands.
1998-1999	Props Designer, Dennis the Menace , Collingwood O'Hare Conceptual prop design for the BBC television series, in the style of the original comic.

2EARLIER CAREER

1997-2003	Editorial Cartoonist , The Telegraph Editorial illustrations and games.
1991-2003	Games Designer & Illustrator , Daily Mirror, Take a Break, Take a Puzzle Children's games and puzzle concepts for national publications.
1991-1997	Comic Book Artist , Zit Comic Strips including Billy No Mates, Madass Hussein and Postman Prat.
1991-present	Freelance Cartoonist & Caricaturist Editorial and advertising illustration, package design and live caricature work for clients including Disney, Chanel, HSBC, ITV, Honda and Visa International.