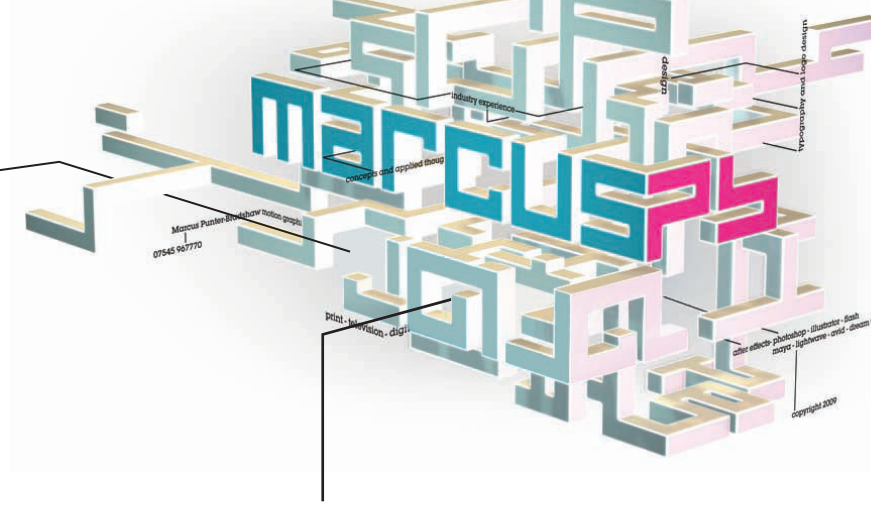


motion graphics branding design



Marcus Punter-Bradshaw
Braemuir
King Street
Combe Martin
Devon
EX34 0BX
email 🌈 marcus.punter@gmail.com
phone 🌈 07545 967770
DOB 🌈 13th July 1971

Curriculum Vitae

I am an enthusiastic, driven, concept led, hands on designer, art director and manager, with a ferocious eye for detail. Experienced across all forms of media from digital to broadcast, branding to promotion and clients to personal projects. Able to work in studio in a team or independently from my home studio.

Skills and Relevant information.

Designer	Concept led brand and promotional graphics across all media
Operator	Proficient with Adobe Creative Cloud Suite and Dragon Frame stop motion.
Art Director	Art Director for Channel Brands at Turner Broadcasting across all formats for 3 years.
Producer	Production of promos, including concept, edit, supervise audio and graphics, manage budget, and other production issues
Branding	Cartoon Network, Cartoon Network Too, Boomerang, CNX, Cartoonito, Boing
Studio Management	Including establishing working procedures, pipelines, technical trouble shooting, managing assets, managing team members.

Qualifications

HND – Graphic Design.
BATS – British animation Training Scheme, traditional animation assisting.

Employment History

2009 - Present

Freelance

With now 15 years of freelance experience, I have worked across numerous campaigns including projects for Argos, Disney, McDonalds, VIACOM, Lego, Grey and Turner Broadcasting. I have now also set up a small stop motion studio at home focusing on product animation.

2000 - 2009

Turner Broadcasting Networks International LTD

Head hunted to start an in house graphics department for Cartoon Network which now has over 20 stations, 7 full time designers and many freelancer operators, Winner of over 20 Promax awards. Branded all Turner Kids channels across UK for all media since 2004.

1997 - 2000

amgFX

Graphics and Animation production in Lightwave and After Effects
Production and co-ordination
Technical support and conference demos for Lightwave
(amgFX was sole distributor of Lightwave in UK at time)

1992 - 1997

Argonaut Software

Games Graphics Production in 2D and 3D (Deluxe Paint and 3DS v4)
Lead Artist
Involved in Games Design
Liaise and oversee film shoot with cast of Tank Girl the Movie, for in game graphics and FMV
Creature Shock game Nominated for London Effects and Animation Award in graphics

Interests

Art and design, games, movies, Sci-fi and Guitars.

