

ABOUT ME

Hi, I'm Maj - a 2D designer for
Animation and Games with 3+ years
of industry experience. I enjoy
bringing my passion for perspective,
shape and colour into my work. I'm
a friendly, hard working and positive
person who works great in a team
or solo!

WORK

Paper Owl Films

Sept 2023 - Present Character Designer - *Li Ban*

A Productions

June 2021 - September 2023

Designer - JoJo & Gran Gran

June 2020 - Feb 2021
Freelance Illustrator

Studio Mutiny

August 2019 - April 2020 Character Designer - *SAI*

SOFTWARE

PHOTOSHOP
ILLUSTRATOR
FTRACK
AFTER EFFECTS
TOONBOOM
TV PAINT

EDUCATION

2016-2019: FALMOUTH UNIVERSITY BA (HONS) ANIMATION & VFX