



CV/ my story so far

*richard* **TUFT** story • animation • design • production

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## Personal information

**Last name:** Tuft  
**First name:** Richard  
**DOB:** 31st July 1987  
**Pronouns:** He/Him

**Based:** Hertfordshire / London

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richardtuf.com



# Objective

I love to create and tell stories, and hope to do so on the biggest stages, and to the widest audiences possible. Using my passion for art and business, I seek to test any limitations in media by pushing the boundaries and goals of my own ability and knowledge.

## Skills & Interests

Worked in demanding Production environments within several creative disciplines, satisfying tight deadlines and within budgets. Roles have been both team based and completely individually produced, requiring grasp of both excellent motivation and good co-operation skills.

- Many Canvases** Advanced experience of digital techniques pertinent to production workflows. Particular expertise in: **ToonBoom Storyboard Pro, Photoshop, After Effects, Premiere, Sound booth, TvPaint, Illustrator, ToonBoom Harmony, Blender (+Grease Pencil), Flix & Flash/Animate** having utilized these extensively for Film, TV & Digital productions.
- Cross-Discipline** Experienced using both PC & Mac in production, including the varied processes between both (e.g Final Cut Pro/Adobe Premiere) as well day-to-day use of **Wacom Cintiq** drawing tablets.
- CGI Workflow** Production and personal experience in **Maya, Blender (+Grease Pencil), and Cinema4D**. Used extensively for Character Animation, MoGFX and modelling environments, as well as camera move utilization in both 3D and 2D/3D hybrid scenes. Familiarity with **3DSMax**.
- Business** Co-created and ran a successful Marketing & Promotional Staffing company requiring good 1st hand knowledge of day-to-day business running, branding a product, connecting with clients and approaching & selling to the targeted audience.

Completed 2 year Media Studies course at Higher Education level with focus on Advertising and Marketing.

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# Education

**SEPT 2008 - MAY 2010**  
(took Leave of Absence after 2nd Year)

**SEPT 2015 - MAY 2017**

**California Institute of the Arts**  
**Character Animation, BFA**

First British person to ever gain admission to the prestigious Character Animation program at CalArts in California, USA.

## Achievements

- Received prestigious **BAFTA scholarship** for achievements in Film.  
*- First Animator ever to be awarded*
- Received **Walt Disney Character Animation Scholarship** (only 5 awarded per duration).  
*- First British student to ever do so*

**SEPT 1998 - JULY 2005**

**Eggbuckland Community College & Eggbuckland 6th Form**

*GCSEs & A-Levels*

## Achievements

- **4 A-Levels**  
*Media Studies - A, Art - A, Product Design - A, English - C*
- **9 GCSEs**  
*English - AA, Maths, B, Science - AA, IT - Merit, Art - A, Graphic Design - A, French - C*

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## Recent Experience in:

Story Development - Supervising/Team Lead - Screenwriting -  
Show Conception - Character Animation - Motion Graphics -  
TV Graphics - Graphic Design - Media Development -  
Web Design (artistic) - Advertising and Marketing -  
Brand Marketing - Creative Design - Sales

### OCT 2021 - PRESENT **Lead Story Artist / Story Supervisor**

*Wild child Animation & Cartoon Network / WarnerBrosDiscovery*

Story lead on *Toad & Friends* (based on the beloved children's book *The Wind in the Willows*). Leading team of 6 + boarding several episodes. Working with Directors to develop World & Characters. Figuring out creative story solutions around scope requirements.  
*52x11. Character-driven. CGI Animation. 4-7yrs.*

### MAY 2021 - OCT 2021 **Storyboard Artist**

*DNEG / ReDefine Animation / Netflix*

Storyboarding on YET TO ANNOUNCED action & character driven show with musical elements. Working in **Storyboard Pro**. Combination of Script-based and Board driven.  
*24x22. Character-driven / Musical. CGI Animation. 12-18yrs.*

### APR 2019 - MAY 2021 **Storyboard Artist**

*Nickelodeon & Blue Zoo Studios*

Storyboarding on 'It's Pony', 40x11 character-driven animated TV show for Nickelodeon US (and International markets). Working in **Storyboard Pro**.  
Combination of Script-based and Board driven.  
*2 seasons. 52x11. Character-driven. Traditional Animation. 8-12yrs.*

### MAY 2018 - APR 2019 **Storyboard & Concept Design Artist**

*Important Studios (South Park Studios subsidiary)*

Developing upcoming feature films in a 3-person storyboarding team. Working in **Storyboard Pro** directly with Trey Parker (co-creator of *South Park*).  
Creating & pitching ideas, storyboarding full animatics based on written scripts/audio in a very fluid creative environment.  
Creating and embellishing character moments to maximise audience engagement - from gags, to action through to emotional moments.



▼ continued





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Helping develop designs and the look and feel of the movie, including world-building development and character look and feel. Working in a small team, requiring strong discipline with constant deadline turnarounds and changing remits. Highly sensitive work, requiring principled production ethic.  
*Developmental. Character-driven Adult. CGI Animation & Live Action.*

**SEP 2008 - PRESENT** **Freelance Storyboard Artist**   *Various Animation, Motion Graphics & Story Projects*  
Commissioned works for various companies and projects including **Dreamworks, National Geographic Channel, Fox, BBC.** Created content with tight turnarounds - focussing on engaging characters, compelling stories and memorable visuals.  
*Shorts, Credits, Digital, GIFs, Character & Live Action Boards.*  
*Various. Character-driven & Commercial. CGI & Traditional Animation.*

**NOV 2012 - PRESENT** **Director, Producer & Animator**      
*Several short films; 'Over the Top' & 'Two Birds, One Stone'*  
My passion projects. I have been working in my spare time on short animated films, a character study of 2 men set in the trenches of WW1 and a fun, 'Looney Tunes' inspired cartoon romp with penguins at mating season! Creating all aspects of a film utilizing a unique 2D/3D hybrid workflow. Using **Blender's Grease Pencil** to create new 2D/3D pipeline.

**NOV 2010 - AUG 2015** **Lead Animator / Designer / Developer / Editor**     
*TwoFour Media Group*  
Expanded the animation team for a multi-national media production company.  
Produced and conceived work for many clients including the **BBC, Disney, PwC (PriceWaterhouseCooper), Xbox One, Volkswagen, Yahoo!, HSBC, Audi, Sony** and many others.  
Created exciting, engaging and innovative content across a multitude of varying platforms from Film & TV, pre-production and pitch-phase work, MoGFX, developing concepts and ideas, Storyboarding and bringing ideas to life, and in the digital & multi-media arena - where I earned a **IVCA Digital award for Exceptional Design and Animation** (for a live online game to co-inside with a live TV show for **Channel 4**)  
Created animation for broadcast television all over the world from Abu Dhabi to London to the United States, commercial animation for large businesses and online content for marketing campaigns. Dealing directly with clients from big international conglomerates to local passion projects - I was able to build and sustain a reputation for delivering quality & creative projects within demanding deadlines.

**REELS (Character Animation & MoGFX) / PORTFOLIO AVAILABLE @ richardtuff.com**

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