



CV/my story so far





Personal information

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

Based: Bedfordshire / London

Email Address: richardtuf@alum.calarts.edu

story work websites

More recent, still production-sensitive: richardtuf.com/slightly-secret-story-work
(*note this does not include my most recent still under-NDA work)

More general, public-facing: richardtuf.com/portfolio/story-portfolio/

richardTUFT

story • animation • design • production



richardtuf@alum.calarts.edu



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

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

Many Canvases High-level 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**.

Buisness Co-created and ran a successful Marketing & Promtotional 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.

richardTUFT

story • animation • design • production



richardtufft@alum.calarts.edu



richardtufft.com



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

richardTUFT

story • animation • design • production



richardtufft@alum.calarts.edu



richardtufft.com



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 2025 - PRESENT **Story Artist - Feature Film**

Sunrise Productions

Boarding on upcoming feature under Head of Story Nathan Stanton. Working alongside veteran board artists crafting performance, cinematography, gags and the film's story structure.

90 mins. Character-driven. CGI Animation. PG.

JUN 2024 - SEP 2025 **Story Supervisor**

Tiger Aspect Pictures & Milkshake!

Story lead for large story team on 'Stan & Gran'. Directing revisionists. Script punch-up & breakdown. Fully briefing each episode. Created story structure & helped develop show visual language.

52x11. Character-driven. CGI Animation. 6-7yrs.

MAY 2023 - APR 2024 **Story Supervisor**

JellyFish Pictures & Netflix

Story lead on 'Wolf King', an epic, character-driven fantasy show. Leading large team of story team, maintaining story & performance quality throughout production within a complex story structure. With Directors, plused & reboarded during edit to help achieve the best possible episode delivery.

16x24. Character-driven. CGI Animation. 13+yrs.

DEC 2022 - MAY 2023 **Storyboard Artist**

DNEG / Redefine


Storyboarding on 'Talking Tom Heroes: Suddenly Super', an action-packed character driven show for the Preschool market.

24x11. Character-driven. CGI Animation. 2-6yrs.

OCT 2021 - DEC 2022 **Story Supervisor**

Wild Child Animation & Cartoon Network/WarnerBrosDiscovery

Story lead on 'Toad & Friends'. Leading team of 6, + boarding several episodes. Working with Directors to develop World & Characters. Figuring out creative story solutions around scope requirements.

 **continued** *52x11. Character-driven. CGI Animation. 4-7yrs.*

richardTUFT

story • animation • design • production



richardtufft@alum.calarts.edu



richardtufft.com

MAY 2021 - OCT 2021 Storyboard Artist 

DNEG / ReDefine Animation / Netflix

For 'WOTE: In Space', an action & character driven show with musical elements. Working in **Storyboard Pro**. 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', for Nickelodeon US (& International markets). 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.

Creating & pitching ideas, storyboarding full animatics based on written scripts/audio in a very fluid creative environment.

Creating & embellishing character moments to maximise audience engagement - from gags, to action through to emotional moments.

Helped develop designs & the look and feel of the movie, including world-building development and character look and feel.

Strong discipline with constant turnarounds and changing remits.

Developmental. Character-driven Adult. CGI Animation & Live Action.

NOV 2010 - AUG 2015 Lead Creative / Animator / Designer / Developer   

TwoFour Media Group

Expanded animation team for multi-national media production company.

In charge of creating innovative content across the *BBC, Disney, PwC Xbox One, Volkswagen, Yahoo!, HSBC, Audi, Sony* and many others.

Developing concepts and ideas for Film & TV, pre-production & pitch-phase work.

Earned a **IVCA Digital award for Exceptional Design and Animation** (for work on live online game tfor *Channel 4*).

Dealing directly with clients from big international conglomerates to local passion projects - I was able to build an .. sustain a reputation for delivering quality & creative projects within demanding deadlines.

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.

PORTFOLIOS AVAILABLE @

 richardtuff.com/slightly-secret-story-work

/  richardtuff.com/portfolio/story-portfolio/

richardTUFT

story • animation • design • production



richardtuff@alum.calarts.edu



richardtuff.com