

FIONA BURTON

Character Designer ... Illustrator ... Visual Development

PROFILE

I am a passionate designer, examining history and the world around me to bring the wonder I see to an audience. I enjoy working in a studio environment with a talented creative team to create characters and stories that are engaging and inspiring, to be able to create something out of nothing. There is so much I feel I can give and strive to improve my abilities at every opportunity.

I have enjoyed the challenge of adapting my design style to suit the genre and desires of the director for multiple short films. In addition to my design and drawing skills I have experience in modelling 3D characters and environments in Maya as well as Zbrush so I understand the production process and design with that knowledge to make the transition for 2D to 3D as smooth as possible

WORK EXPERIENCE

2019

Unannounced 3D short film.
Character Designer
Directed by Kelsey Sneddon, produced by Lauren Davidson.

2018

"Congregation" (2D short film)
Character Designer
Designing five characters for a short film focusing on character interaction, directed by Susan Crowe.

2017

THIS D-Con 2017
Art and Design Lead
2 months
Creating logos and promotional material for the student led animation festival in Dundee.

2016

Sanctuary Students, Dundee
Cleaning student residences and hotel rooms over the summer.
Kept to strict daily deadlines.

EDUCATION

2018

Dundee University
Duncan of Jordanstone College of Art and Design
Animation - Bachelor of Design (Hons) 1st
I learned the basics of all areas of the animation pipeline, taking particular interest in pre-production.



CONTACT

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CONNECT

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SOFTWARE

