


MAXINE HENDERSON


ARTIST

SUMMARY

Maxine sets the bar high, continuously surpasses it, and has a lot of fun doing it. She comes to you with an impressive portfolio of work, high energy, drive and a commitment to succeed. With her present employer she is involved in working on brochures, packaging, print and digital advertising. Her key strengths include her excellent drawing and illustration skills and her ability to develop and implement novel solutions to complex and open-ended problems.

CONTACT

 Dayjob.com, Vyse Street B'ham

 0123 456 78906

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WORK EXPERIENCE

ARTIST

Company name 2019 - Present

Responsible for producing stunning, high quality artwork, and for contributing unique perspectives to the overall display concept of a project. Assisting in the development of artistic content across numerous platforms and objectives.

- Troubleshooting any reported visual effects related issues.
- Involved in the 3D modelling of characters and environments.
- Building and maintaining good client relationships at all levels.
- Creating artwork that is accurate, consistent and looks good.

ARTIST

Company name 2016 - 2019

Creating clean and optimized files in Photoshop, Illustrator & Indesign. Working with internal and external clients on a wide variety of materials. Carrying out final test and quality assurance checks on all work. Maintaining electronic art files and file locations.

- Communicating expertly with artistic and non-artistic people.
- Constructing appealing 3D models at various levels of detail.
- Working on dynamic interactive props as well as static objects.

ARTIST

Company name 2015 - 2016

Coordinating regular meetings with the creative and marketing teams. Prioritizing work to ensure that all deadlines are met.

- Collaborating with other artists and professionals to create art.
- Preparing artwork in accordance with customer specifications.
- Coordinating regular meetings with the marketing teams.

3D ARTIST

Company name 2014 - 2015

Responsible for the creation, implementation, design direction and maintenance of 3D designs and assets.

- Developing high quality and innovative motion graphic content.
- Working with modellers and animators to create 3D art.

EDUCATION

University name 2010 – 2014
Course details
Modules

College name 2008 – 2010
Course details
Subject

School name 2002 – 2008
Course details

English (A)
Maths (B)
Physics (C)
Geography (D)
Technology (E)

AREAS OF EXPERTISE

- Fine Art
- Editing
- Painting
- Sketching
- Fashion
- Text here
- Teamwork
- Text here
- Text here

REFERENCES

Available on request.