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# Thomas Sibson

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## Personal Statement

If I could describe myself, it would be a determined, ambitious and enthusiastic artist. My aim is to inspire and create characters, creatures and worlds to be explored through art and other visual media in the same manner others inspired me. I have an aspiration to develop a graphic novel as the start of a new universe of characters and settings to design for everyone to see, and stories to be crafted around them. I can be seen as over-analytical, but I see this is a small trait towards perfecting my designs.

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## Skills

2D Digital Sketching & Illustration - *Adobe Photoshop, Clip Studio Paint*  
3D Modelling & Animation - *AutoDesk Maya*  
Basic Editing & Recording Skills - *Adobe Premiere Pro, Open Broadcaster Software*  
Basic Knowledge of Audio Recording Equipment & Software - *Audacity, Reaper*  
Intermediate Knowledge of PC Hardware & Building  
Problem Solving

## Experience

*Character Design Challenge* - Armaggon, Re-Design. Feb 2022.  
*AirwaveRaptor* - Independant Art Commission, Video Game Fan Art. June 2021  
*MAKO Discord OG Character Tournament* - Knight Themed Character. Feb 2021  
*Victoria Hall* - Event Staff & Bartender. Oct 2020 - Nov 2021.

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## Education

*Leeds Arts University* - Oct 2019 - May 2022

*BA(Hons) Animation:*

Studied generalist 2D & 3D animation, moving onto specialisations in the second and third year of which I focused on concept art & illustration.

*Leeds City College* - Sept 2014 - June 2016

*BTEC (Level 3 Extended Diploma) Computer Games Development: Grade: DDM*

Studied the production of games development including animation, programming, creative writing and concept art. Also studied basic cinematography and film techniques.

## Interests

I am passionate about video and tabletop gaming, especially Role-Playing and Real-Time Strategy in a Fantasy or Science-Fiction setting which I take a lot of artistic inspiration from. I have a growing obsession with new technologies, especially PC hardware and new creative software.

Recently I have enjoyed reading articles and literary works on fiction, especially in Mythological (Greek, Norse, Roman etc.) and the Cyberpunk Sub-genre. I have recently been reading through the *Sprawl Trilogy* by William Gibson.

*References are available on request*

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