



# Jade Kimberley Lewis

## Playground Designer - Character Illustrator

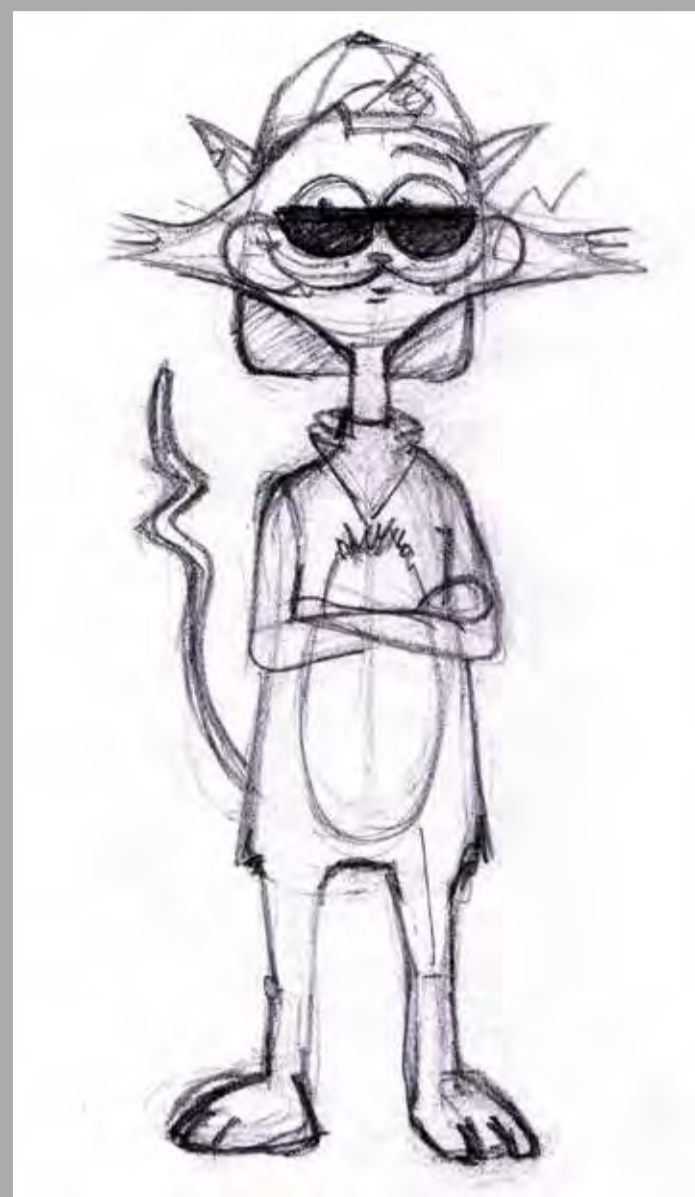
I am extremely self motivated with a can-do attitude, able to work alone or as part of a team. I am a quick learner and a fast, accurate worker with a creative eye, always willing to learn new and enhance current skills. I have a flexible approach to working, adaptable and can work to tight deadlines. I have a passion for all aspects of design, particularly character design from an early age and I enjoy drawing and modelling characters and then bringing them to life. I have a strong portfolio containing all my recent work that shows my freehand art skills, illustrations, character designs and playground design and build schemes.

### Employment

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### Skills Summary

- Autodesk 3Ds Max • Autodesk Auto CAD • Autodesk Maya 2007+
- Adobe Creative Suite • Adobe Photoshop • Adobe Illustrator • Adobe InDesign
- Cinema 4D • Vectorworks



### Hobbies & Interests

- Illustration for children's books
- Game art design
- 3D visualisation
- Concept art
- Characters / Environments / Assets
- Interior design & styling
- Garden & landscape design
- 3D animation



### Education

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### Illustration Portfolio

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## Job Description Play Space Designer

HAGS UK South

2017 April – Present

My role at HAGS UK includes contributing to business growth by producing bespoke play area solutions for various customers across the UK.

I work in conjunction with the UK sales and support team, turning their design briefs and requests into exciting and innovative design proposals meeting customer needs and budget.

I create 2D Cad plans detailing technical specifications of the proposed area, 3D visualisations and graphical illustrations contribute to my daily tasks and responsibilities.

Designing playground schemes and accurately costing design proposals with customer budget in mind during the initial design process. This can be a small or large budget amount depending on customer / tender specification and requirements.

Using a bespoke CRM project management system and various costing aids I produce quotes reflecting the desired playground scheme. The design process includes liaising with 3rd party suppliers and contractors to obtain quotes and prices that are included in the final quotation submitted to the customer.

### Design Pipeline:

- Project Brief • Initial Design Ideas • 2D Cad Plan & Costs
- Artists Impression / 3D Visualisation • Completed 3D Proposals

### Artists Impression: Final 3D Design



### Project Stage: 3D Visual - Completed Proposal



Swinging | Sliding | Hanging | Climbing | Balance | Rotating/Spinning | Inclusive/ Less-abled | Social Play | Physical & Personal Development | Imagination | Sensory | Problem Solving/Educational

### Project Stage: 2D CAD Plan View



### Project Stage: Completed Scheme







Project Stage: Completed Scheme



## Job Description Playground Designer / Illustrator

Hand Made Places at Broxap Ltd

2012 May – 2017 March

I produced 3D playground designs, layouts and visualizations from client and sales briefs. I created imaginative scale designs, to the highest safety specifications using BS EN 1176 – BS EN 1177 the current safety standards for schools and public play areas.

Part of my role involved product development and regularly producing new or bespoke products for sales briefs. Mostly I worked individually but occasionally as part of a small design team, working closely with other departments including technical draughtsman and the workshop team.

I also contributed to company research and development and new product designs, developing a corporate image and style and raising the profile of the company's brand with 3D visual presentations and marketing material. This could be from specific client concepts or developing my own individual product ideas for timber play equipment, play area design, bespoke timber shelters and outdoor classrooms.

### Design Pipeline / Project Tasks

- Project Brief • Initial Design Ideas • 2D Cad Plan
- Bespoke Timber Product Design • 3D Visualisation • Completed 3D Proposals

### Marketing Material / Brouchure 2015 - 2016



### Project Example Images



Project Stage: Completed Products & Schemes

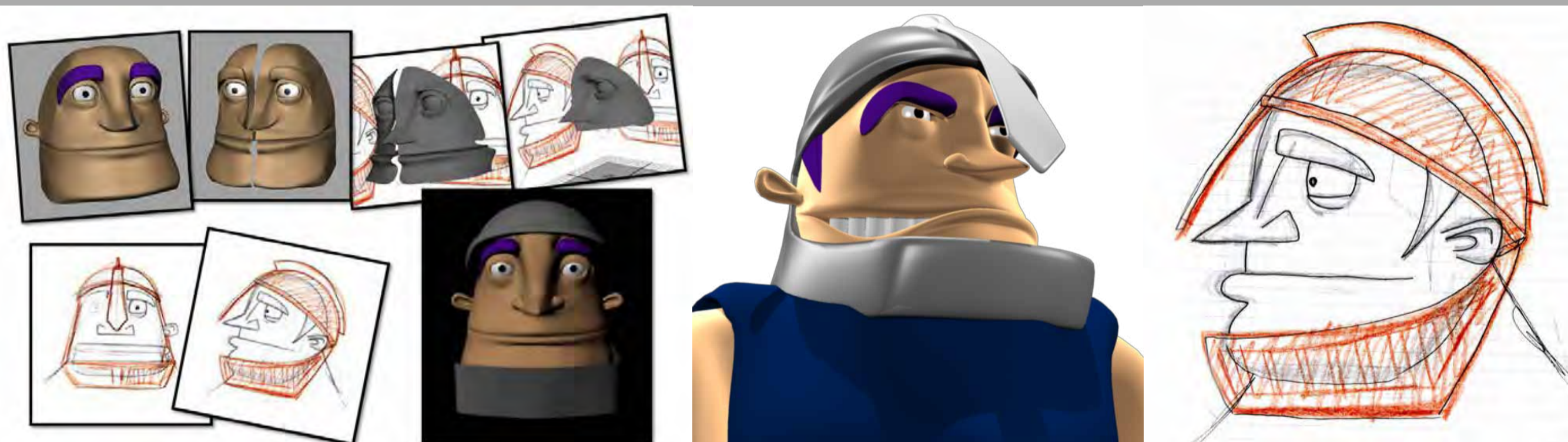
## DeMontfort University Leicester BA (Hon) Animation Design

- 2.1 2007 – 2010

I completed my studies at De Montfort University, where I graduated with a BA (Hons) in Animation Design, achieving a Second Class (Upper). During the course I acquired skills and knowledge in Autodesk Maya, where I specialised in the learning of 3D character design, modelling, animation and visual effects. Advancing my skills in drawing, script writing, idea generation, visual communication, pre-production, audio production and digital 2D animation practice.

The course allowed me to freely express my own ideas, thought presentations and pitches, team based and individual work. In creating characters I was able to use concept art, visual development and sketchbook work, whilst also gaining 3D computer animation skills. I gained knowledge in animation principles that are required for realistic character performance, expressive personality, and believable emotions.

I have learnt to use storyboards, script writing and sound, to present my concepts and animation practices by using 3D models I have created. Using these to learn about lighting, texturing, camera techniques and animation to express my ideas.



## East Berkshire College Windsor BDS Retail and Merchandising Display

- Distinction 2005 – 2007

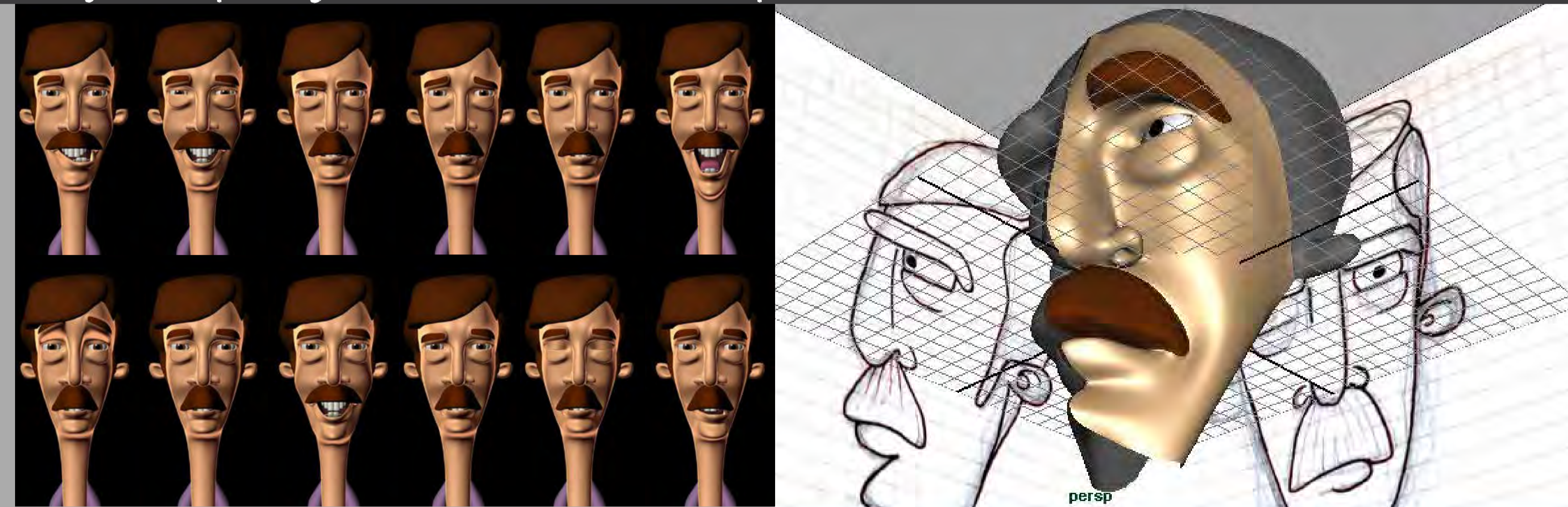
Before completing my degree, I enrolled in a course at East Berkshire College, Windsor, where I studied BDS (British Display Society) Retail and Merchandising Display, achieving an advanced diploma with Distinction in window display and interior design.

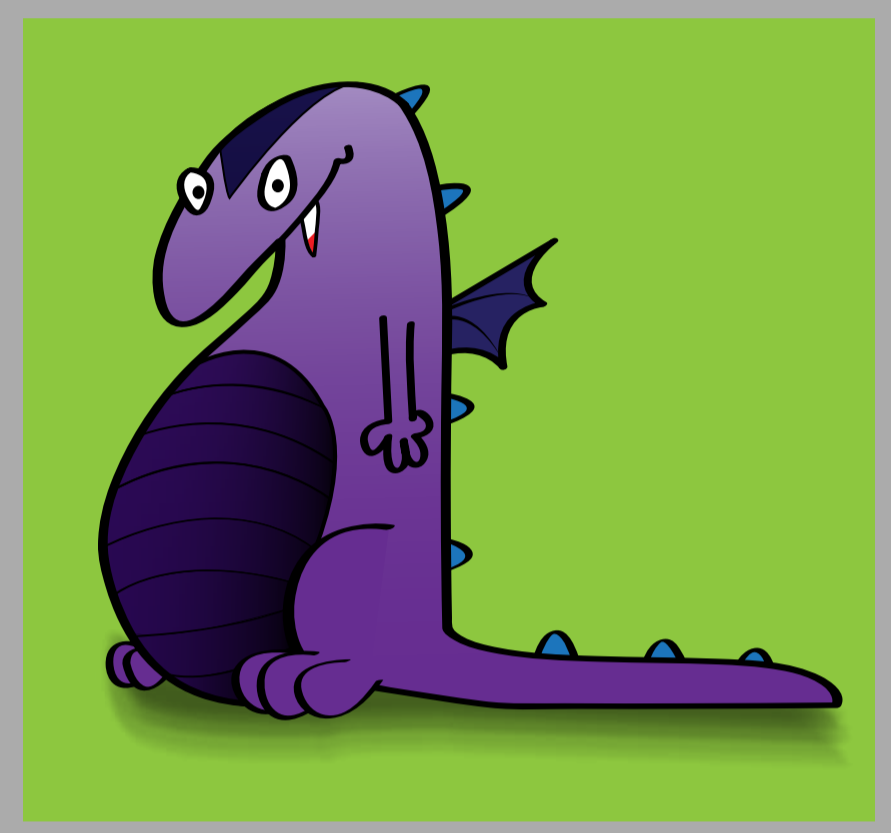
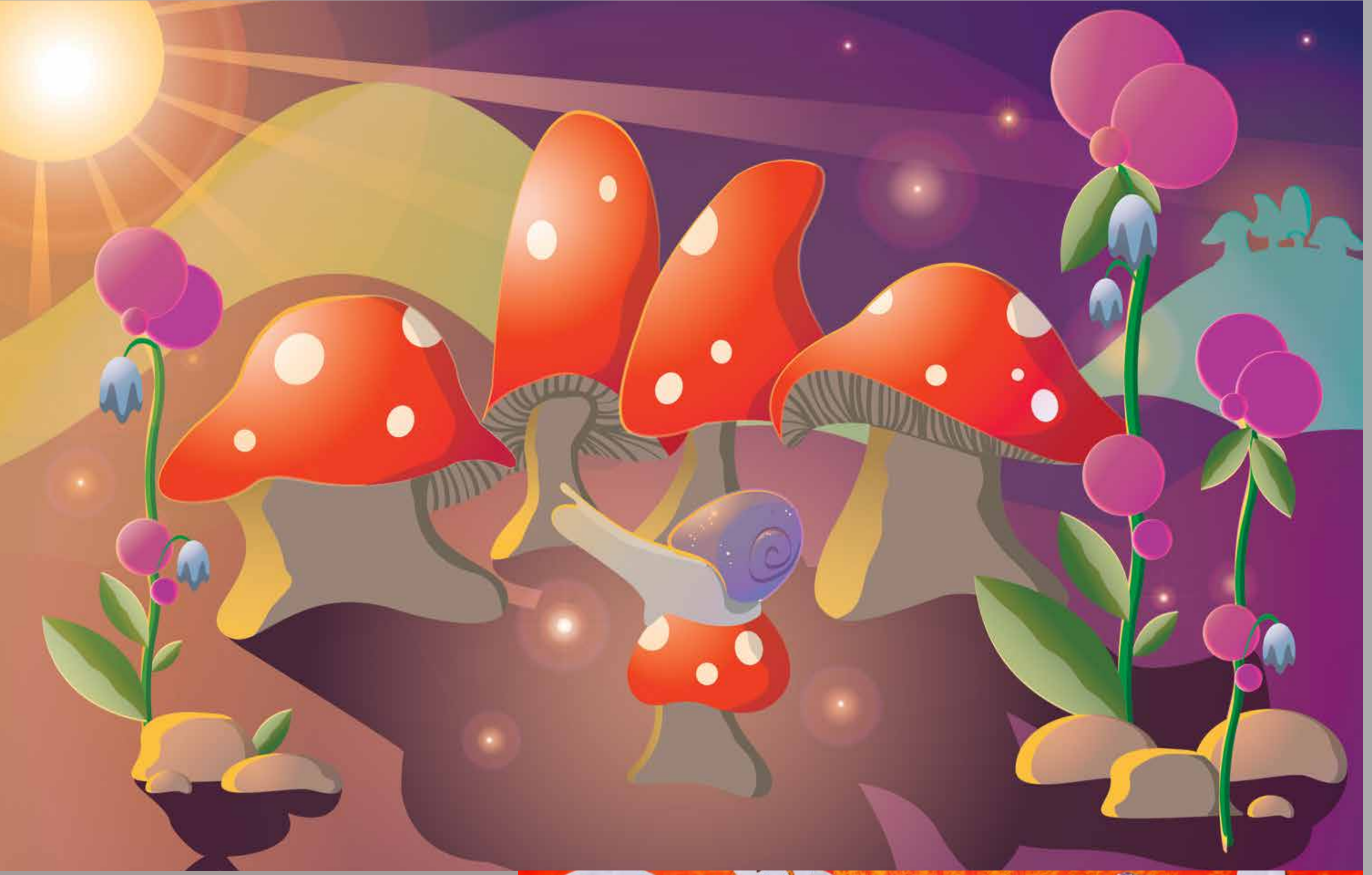
The course covered areas such as lighting effects, mood creation, colour theory and usage of scale drawings. Plans and elevations and prop constructions. Developing hands on skills to physically craft initial sketches into life size models, prop building and construction to dress the mock-up windows.

### Project Example Images



### Project Example Images: 3D Character Model Facial Expressions





**Achievements:**

RJDM Studios - Rising Star Award 2010  
Presented to Artists / Students who have shown outstanding achievements through hard work, determination, planning and quality animation / production.

Student Representative - Animation Design 2007- 2010  
Elected by peer group.

Royal Borough of Windsor and Maidenhead Award 2007  
Silver Plaque for Outstanding Achievement awarded by Royal Borough of Windsor and Maidenhead for (BDS) Retail and Merchandising Display.

Gold Medal for Retail Display Design 2007  
Received in the Annual Examination Prize Awards, awarded by (BDS) British Display Society.