BECKY-LULU DARTNELL

CONTACT INFORMATION

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ABOUT ME

I am a Graphic Designer and Animator. I have experience with overall design and branding, print collateral, web and email assets, social media, paid social ads, animation, video editing, marketing, illustrations, UI app design and campaigns. I have worked with both startups and larger companies, as well as taken on freelance projects and volunteering.

WORK EXPERIENCE

The Chartered Institute of Marketing CIM (Jan 2025 - Present) - Designer.

Fizzy Mag (Nov - Dec 2024) - Graphic Design Intern.

Roku Agency (Aug - Nov 2024) - Graphic Designer.

Happio (May - August 2024) - Graphic Designer & Animator.

GoE Wellness (Jan 2023 - May 2024) - Graphic Designer.

GoE Wellness (July 2022 - Jan 2023) - Junior Marketing Specialist.

Humankind (Oct 2022 - Sept 2023) - Content Creator.

Sam The Chip Man (Nov 2022 - April 2023) - Video Editor.

Royal Mail (Nov 2021 - July 2022) - Post Person.

Our World Too (Nov 2021 - April 2022) - Graphic Designer.

Smiggle (August - Nov 2021) - Sales Assistant.

Life's Meeting Room (2021) - Stop-Motion Animation.

Website (2021) - Created and kept updated website portfolio.

CATT's informational film (2020) - Group 2D film for CATT's charity, Producer and Part Animator.

Man Down (2020) - Independent Stop-Motion film.

The Edge of Eden (2020) - Independent 2D animated micro film.

Sundae Afternoon (2019) - Stop-Motion film, Art Director and Animator.

Wandering & Wondering (2019) - Independent drawn animation.

Select Fashion (Nov 2016 - August 2018) - Sales Assistant. **Advertising and promotional materials (2016 - 2020)** - Graphic Designer.

QUALIFICATIONS

University for the Creative Arts, Farnham (2018 -2021)

BA (Hons) Animation Degree -First Class

Farnborough Sixth Form College - A-Levels (2016 -2018)

Fine Art - B, Psychology - B, Sociology - B

Yateley School - GCSE's (2011 - 2016)

Art - A*, Religious Studies - A, Music - C, Latin - C, English Language - B, English Literature - B, Maths - B, Statistics - B, Core Science - C, Additional Science - B, Information Technology - C.

HARD SKILLS

I am skilled in DragonFrame, Adobe After Effects, Premiere, Audition, Photoshop, Illustrator, Lightroom, Canva, Figma, Capcut, ProCreate and TV Paint. I have some knowledge on Maya (3D software).

SOFT SKILLS

Ambitious, dedicated work ethic, good time management, ability to production manage a group, meet deadlines without losing any creative intention, easy to mange in a team, responds well to feedback.