# BECKY-LULU DARTNELL

GRAPHIC DESIGNER/ANIMATOR

#### CONTACT INFORMATION

Portfolio: <u>beckyluludartnell.com</u> Email: <u>beckylulu.dartnell@gmail.com</u>

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#### PERSONAL PROFILE

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, campaigns and photography. 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 (August - Nov 2024) - Graphic Designer.

Happio (April - August 2024) - Graphic Designer and 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 for an independent social media platform.

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)** - Independent 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.

# HARD SKILLS

I am skilled in DragonFrame, Adobe After Effects, Premiere, Audition, Photoshop, Illustrator, Indesign, Lightroom, Canva, Figma, Capcut, ProCreate, TV Paint, and Elevenlabs. 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.

## **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

# CPD TRAINING The Chartered Institute of Marketing, CIM (2025)

- Marketing Fundamentals
- Al for Social Media Content Production
- Storytelling Masterclass

