



About Me

Hello! I'm Jess, a background artist and designer with experience working in TV animation.

I love bringing magic to the mundane and learning something new, which has made me adaptable to learning different design and painting styles quickly.

Skills

Perspective
(1 - 5 point & atmospheric)
Staging, Composition,
Colour Design, Lighting,
Painting

Multitasking, Organisation,
Adaptability, Self motivated,
Team player, Punctual,
Driven, Communicative,
Leadership, Creative,
Responsible, Work ethic,
Troubleshooting

Proficient

Adobe Suite (PS, Ai, An)
Clip Studio Paint
Toonboom Harmony
Blender
Procreate
Sketchup Pro
Storyboarder
Microsoft Office
Ftrack
Shotgun
Pype
Kitsu

Jess Bernadette

Designer | Background Artist

Experience

Layout & Background Artist - Tim Rex In Space

Jam Media Ltd | June 2024 - August 2025

Worked as a mid level Layout & Background Artist for Nickelodeon and Milkshake's Tim Rex, creating alternative views of locations and assets, cleaning up key backgrounds and backgrounds and setting up framings. Maintained organised file and naming systems and exporting.

Designer - Stanley

Mackinnon & Saunders | January 2023 - October 2023

Worked as a Designer on BBC's Stanley creating locations, props, character outfits and full turnarounds using episode scripts and briefings. Met deadlines and maintained a fast pace while attending episode and design briefings while keeping open communication.

Location Designer & Background Artist - Milo

Fourth Wall Animation | April 2020 - March 2022

Worked as a Location Designer and Background Artist on Milkshake's Milo. Began working as a Background Artist, creating shots from key backgrounds and creating alternative views, actioning notes and revisions. Later moved to a Location Designer role, where I attended design briefings, designed locations and reported to the art director.

Freelance Illustrator

September 2019 - Current

Alongside my industry work I have maintained my freelance work, working with private commissioners along with big name clients such as Wacom, Bird & Blend Tea and Park & Fine Literary and Media. Work ranges from creating bespoke illustrations, book covers and promotional imagery along with representing partnered brands at high profile conventions.

Education

BA Hons Illustration & Animation

University of Bolton | September 2015 - July 2018

Further Learning

ART School

Marc Brunet | 2019 - 2021

Curriculum included classes on environment design, prop design, basic and advanced perspective, anatomy, colour & light theory, composition and storytelling.

Courses

Toonboom Harmony: An introduction to Rigging with Screen Skills
Concept Art: Introduction to Set Design with Jean Fraisse
Lighting Principles for Digital Painting with Samuel Smith
Background Design: Art for Animation with Siobhan Twomey
Cinematic Digital Illustration with Izzy Burton