

Charlotte Cottrell

Artist & Motion Graphic Designer



MArt Animation

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1st January 1996

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Education:

First Class with Honours

MArt Animation

Sheffield Hallam University

Skills and Attributes:

Photoshop - Expert

Illustrator - Expert

InDesign - Intermediate

After Effects - Expert

Cinema 4D - Expert

Redshift - Intermediate

Character Design - Expert

Storyboarding - Expert

LinkedIn:

[Charlotte Cottrell](#)

Behance:

[Charlotte Cottrell](#)

About me

I am an experienced artist, animator and motion graphic designer. I am proficient in software such as After Effects, Photoshop and Cinema 4D.

Employment History

iHASCO - Digital Artist and Animator - Sept 2022 - Present

iHASCO - Junior Motion Graphic Designer - June 2018 - Sept 2022

During my time at iHASCO I have had the wonderful opportunity to work on the creation and development of world-leading e-learning content.

- Follow creative briefs to produce high quality video based content for training courses.
- Exhibit consistent high standards of work across a diverse range of skills and visual styles, adapting to project needs while maintaining engagement and relevance.
- Lead Projects and pro-actively manage workloads and deadlines, effectively using professional work-flow and project management tools and skills.
- Contribute to the professional development of Junior members of staff through mentorship and guidance.
- Work both independently and within a team.
- Aid colleagues on the production of their projects through the creation of 2D art, assets and animations.
- Participate in team discussions, critiques and reviews. Knowing how to communicate constructively and effectively whilst maintaining a high and professional standard.
- Work with brand guidelines to create graphical and video based content for web and social media channels.
- Work on filming shoots and produce filming plans, schedules and storyboards.
- Record and process sound and audio as well as cleaning up voice over and podcast audio.

Accomplishments

2024 - Creative's Choice: Course of the Year

[Professionalism in the Workplace](#)

A 2D digital puppet animated course with a mix of live action footage which I directed, storyboarded and planned. Created using After Effects, Photoshop and Illustrator.

2020 - Course of the Year

[Managing Anxiety](#)

A blend of 2D drawn animations and digital vector based motion graphics. This course was created during the start of lock-down using Photoshop and After Effects.

2018 - Degree Short Film

[Sedna](#)

This is my animated short film for my final year of university. It is based on the Inuit tale of Sedna. Created using ToonBoom, After Effects and Photoshop.