



Richard Allport CV 2023

Skillsets/ Project History/ Interests/ References

Personal.

Name: Richard Allport
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Enhanced Disclosure document held.
Full clean driving license held.

Career History.

- 2023- Present** Various computer game projects still under NDA
- 2020- 2023** Sumo Digital- various projects still under NDA
- 2018- 2020** Sumo Digital: Computer Game Production: Job Role: Concept Artist for Apple's "Spyder" game.
- 2017- 2018** Dudley College of Technology: Job Role- Head Lecturer in SFX and SFX Make up.
- 2013- 2016** Sumo Digital: Computer Game Production- Job Role: Consultant Art Director/ Concept Artist on "Little Big Planet 3". Art Director on early stages of LBP4 (Sackboy's Big Adventure). Concept Artist on Disney's "Infinity Racing".
- 2010- 2012** Freelance Contractor providing Creativity Lectures to Education Sector.
- 2008- 2009** Various Freelance projects in Children's Animated TV.
- 2006- 2007** Carnaby Films "Rise of the Footsoldier" Feature Film- Job Role: Head SFX Prosthetics Make up Design and Application/ SFX Visulaiser.
"Zorro" West End Musical Production- Job Role: Head SFX Prosthetics Make up Design and Creation.
- 2005** Tussaud's Group- Job Role: Art director/ Concept Art Lead for Theme Park Attractions.
- 2003- 2004** BBC Birmingham Charactershop: Children's Animated TV production- Job Role: Lead Concept Artist/ Art Director/ Animation and Live Action Director.

2002	3-D Films: Computer Game and Children's Animated TV production- Job Role: Lead Concept Artist/ Art Director.
2000-2001	Synthetic Dimensions: Computer Game and Children's Animated TV production- Job Role: Lead Concept Artist/ Art Direction/ Model Maker.
1990- 1999	Various Freelance projects in Feature Film, Children's Animated TV, Computer Games Design, Advertising and Theatre.
1989-1990	Arc Developments: Computer Game Design- Job Role: Concept Artist/ Head of Prosthetic and SFX Dept.
1987-1988	P&M Eagle: Ad Agency- Job Role: Designer/ Visualiser.

Skillsets.

Art and animation direction for 2D, 3D CGI and live action.

Traditional and digital illustration and design

Design and realisation of characters, creatures, environments, gadgets, sets, props, special effects makeup, costumes, scale models, prototypes, toys.

Storyboarding from script

Script analysis and breakdown

Conceptual art

Presentation art

Cartoons

Avatar design

Image and photographic manipulation

Style matching and realisation

Texture mapping

Prosthetic make up design and creation

Maquettes

Scale models

Sculpture

Moldmaking and casting

Puppeteering

Fine art

Project management

(Largest team headed- Art and Animation Direction for 30 seats on animated feature)

Project History.

(Excluding projects under NDA agreement)

- Jack the terror of London (Computer Game/ Art Director)
- Johnny Bazookatone (Computer Game/ Art Director)
- Roscoe McQueen (Computer Game/ Concept model maker)
- Ed Hunter (Computer Game/ Concept artist)
- Intergalactic Wrestling (Computer Game/ Art Director)
- The Dojeka Trials (Computer Game/ Art Director)
- Astro Knights (Computer Game/ TV series/ Art Director/ Concept model maker)
- The Wheels on the Bus (TV series/ Art Director/ Concept model maker)
- The Magic Garden (CGI TV series/ Art Director)
- Sing along Park (CGI TV series/ Art Director)
- The Music Machine (CGI TV series/ Art Director)

- The Snow Children (TV series/ Art Director)
- Shoebox Zoo (CGI TV series/ Conceptual artist)
- Crispin's Christmas Crisis (CGI one off BBC Christmas special/ Art Director)
- Trizone (CGI TV series/ Art Director)
- Answerland (CGI TV series/ Art Director)
- Fred's Bed (CGI TV series/ Art Director)
- Joot and the Tube City Underworld (CGI TV series/ Art Director)
- Chutney saves the World (CGI TV series/ Art Director)
- Event Horizon (Feature Film/ SFX technician)
- The Jackal (Feature Film/ SFX technician)
- Greystoke 2 (Feature Film/ SFX technician)
- Something Eerie (Feature Film/ SFX technician/ Concept artist)
- Time Machine 2 (Feature Film/ Concept artist)
- The Lost World (Feature Film/ Concept artist)
- British Animation Awards (Intro sequence/ Art Director)
- Sindy the Fairy Princess (CGI Feature Film/ Art Director/ Animation director)
- Charactershop Uncovered (BBC flagship CGI short/ Art Director/ Animation director/ Concept artist)
- The Fimbles (Live action Children's TV series/ Concept Artist)
- The Christmas Crystal (Feature Film/ Art Director/ Animation director)
- Tales of Oak Tree Hollow (CGI TV series/ Art Director/ Animation director)
- The Mortgage Lender (TV advert / Concept artist)
- Pallasades Christmas Advert Campaign (TV advert / Concept artist)
- Friends and Heroes (CGI TV series (TV series / Concept artist)
- Night Flight (TV reconstruction / Concept artist)
- Cineaquia (Theme park attraction / Art Director/ Animation director)
- Rise of the Footsoldier (Feature Film / SFX technician/ Concept artist)
- Evolve (CGI TV series/ Concept artist)
- China from above (CGI TV series/ Concept artist)
- Draining the oceans (CGI TV series/ Concept artist/ Matte painter)
- Hocus Pocus Hall (Theme park attraction / Art Director/ Animation director)
- Tronji (CGI TV series / Animation director)
- The Odd Jobbers (CGI TV series/ Concept artist).
- Little Big Planet 3 (Computer Game Consultant Art Director and concept artist)
- Disney's Infinity Racing (Concept Artist)
- Sackboy's Big Adventure (Consultant Art Direction/ concept art)

Interests.

Absolutely anything creative, photography, drawing, sculpting, painting, graffiti, films, music of all sorts, walking, hiking, archery, fitness, nature, animals, dog walking, socialising with good company, vegetarian cookery, meditation, psychology, puzzles...

References.

Ian Deary
CCO Nequinox Studios Ltd.
Kingston House
Manchester Road
Hyde
SK14 2BZ

Tim Harris
Head of Design
107 Griffiths Drive
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