



Perry Allen

CV

ABOUT

Hello! I'm Perry, a Character Designer and Visual Development Artist with over 9 years of experience working in animation and games. I specialise in expressive, charm-filled character designs, and scenes with a compelling sense of light and colour.

PORTFOLIO

perryallenart.com

EXPERIENCE

Lead Concept Artist: Project to be announced

Jan 2022 - Aug 2023

Interior/Night

Concept Artist: As Dusk Falls

Jan 2018 - Dec 2021

Interior/Night

Character Designer and Concept Artist

Jul 2016 - Dec 2018

Self-employed

For studios including Sony London, Digital Legends, and Yili Animation

Concept Artist: PSVR Worlds and other projects

Jul 2014 - Jun 2016

Sony London

2D Key Frame Animator: Bing Bunny

Jun 2013 - Jul 2013

Tandem Films

EDUCATION

2D Animation - BA (Hons) First-Class Honors

2011 - 2014

University of Hertfordshire

Taunton and Bridgewater College

Mental Health First Aid - Level 2

SOFTWARE

Photoshop, AfterEffects, Premier Pro, Animate, Procreate

Some knowledge of **Blender** and **Unity**

INTERESTS

Inside and outside of art, I'm drawn to warm, authentic stories with a focus on character chemistry. As well as personal projects, I enjoy sharing knowledge and have produced a series of painting demos with IAMAG. I'm an avid reader and enjoy writing my own stories.

