SEAN BEDFORD

Animator & toolmaker

2D ANIMATION · GAME ART & UI · PIPELINE TOOLS

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Animation Production graduate from Arts University Bournemouth. I animate in Toon Boom Harmony, Blender and Maya, and build the tools around the work: a film pipeline tool in Python, a drawing and animation app in C++ and Qt, and the art, HUD and lighting of a strategy game in Godot. Looking for roles in animation, game UI and tools.

EXPERIENCE

Storyboard & 2D Animation Intern

King Bee Animation

Feb 2026 - May 2026 / Elstree Film Studios, Borehamwood

- Storyboarded and re-timed a comedic sequence for a children's feature teaser.
- Animated character performances with 2D rigs in Toon Boom Harmony.
- Worked from director feedback to refine animation to production requirements.

Art Lead — HUD, UI, pixel art & lighting

Banners of the Daimyo / with Alex Gottschalk and Seth Van Staden

2026 / Sengoku-era strategy game, Godot / bannersofthedaimyo.com

- Lead the isometric pixel art. Relaid out the in-game HUD: floating resource chips, alerts stacked above the minimap, and a fixed 4×3 command grid with tabs, pages and named keys.
- Gave every building and soldier normal and height maps, so sunlight casts shadows that turn through the day and lamps light the walls that face them at night.

STUDENT FILMS

The Ugly Princess

Lead tech artist, 2D animator / Arts University Bournemouth

Oct 2025 - Jun 2026 / Hybrid 2D and 3D short film

- Responsible for lighting, compositing, 3D layouts and technical pipeline support.
- Produced 2D character animation; built the File Sorter (see Tools).

On Point

2D key animator / Arts University Bournemouth

Feb 2026 - Jul 2026 / 2D short film

- 2D key animation, cleanup and colour; assisted with layout and solved production issues.

TOOLS

SketchBook

Drawing & animation app / C++, Qt 6

2026 / github.com/SeanBreadford/SketchBook-showcase

- Pages hold a whole scene or every take of a shot, each with its own timeline.
- Exposure-sheet timeline, raster and vector layers, onion skin, crash-safe autosave; 21 automated test programs.

Production File Sorter

Pipeline tool for The Ugly Princess / Python

Oct 2025 - Jan 2026 / github.com/SeanBreadford/AUB-Python-Workflow-Tool

- Watched the film's synced cloud folder and moved each new file into the right act, sequence, scene and shot folder from its name and type. Skips files still syncing, never overwrites.

EDUCATION

BA (Hons) Animation Production

Arts University Bournemouth

Sep 2023 - Jul 2026

- Traditional and digital 2D animation
- Character performance and acting
- Production pipelines
- 3D modelling, lighting and rendering
- Compositing and visual effects

SOFTWARE

Toon Boom Harmony · Blender · Autodesk Maya · After Effects · Photoshop · Substance Painter · Godot

CODE

Python · C++ · Qt 6

LANGUAGES

English
Native

Afrikaans
Full professional