

TINY MASTER

EMMA PRICE : DESIGN / ILLUSTRATION

CURRICULUM VITAE - 2017

EMMA PRICE

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HI. I'M EMMA, AKA TINY MASTER*

I'm a multidisciplinary graphic designer and illustrator working across print and digital formats with some of the world's biggest film studios, digital agencies, publishers and indie tech startups.

I work with companies to engage audiences in meaningful ways; exploring how images and information connect, and change how people think and feel.

Since becoming freelance in 2012 I've worked as creative lead on campaigns for key film studios including Disney, Paramount UK, Universal and Warner Brothers; teaming up with digital agency Glass Eye to create microsites, lead re-brands and orchestrate social campaigns.

*Not a Doctor Who reference, I really am very small, and very good.

I've designed the internationally acclaimed comic, [Cry Havoc](#), for Image Comics, provided lead art for several books for the publisher Studio Press and contributed illustrations to multiple issues of *Girl Talk Art* and *We Love Pop* magazines.


My digital credits range from the social media campaigns for *Moana* and *Zootropolis* to the responsive tumblr site for *Hail Caesar*, as well as personalised motion poster creators installed at San Diego Comic Con for *Heroes Reborn* and *Emerald City*.

Strong typography, image compilation, UI and UX design, and creative direction are

key skills of mine, and increasingly my work involves motion graphics; a new skill which I've relished the opportunity to master.

Previously, whilst working for *BBC Magazines*, I designed trading cards and a magazine for the brand *Doctor Who*. I also illustrated over forty 'Slamdown' monster cartoons, which can be viewed on my tumblr: www.tinymaster.tumblr.com

To see examples of my work, please view my portfolio [here](#).

To see more about my experience and skills, please keep reading 

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[Link to external PDF - size: 15MB](#)

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[Link to external website](#)



EXPERIENCE

TINY MASTER, GRAPHIC DESIGN & ILLUSTRATION

OWNER, ART DIRECTOR, DESIGNER, ILLUSTRATOR

July 2012 - Present

Digital and print design for international and domestic film marketing campaigns. Responsive site design using innovative tech, static and animated social content, and corporate branding with supporting guidelines. Experimental app development. Comic book and logo design.

Illustration for marketing campaigns, iOS apps and children's magazines such as *We Love Pop* and *Girl Talk Art*. Key art for several books published by Studio Press since July 2016.

NAME CREATIVE

GRAPHIC DESIGNER

April 2012 - July 2012

Digital and print design for film and home entertainment clients such as *Lionsgate* and *Peccadillo Pictures*.

BBC MAGAZINES / IMMEDIATE MEDIA CO.

GRAPHIC DESIGNER AND ILLUSTRATOR

November 2010 - April 2012

Design and illustration for the magazine and trading card game, *Doctor Who: Monster Invasion*.

TITAN PUBLISHING

JUNIOR GRAPHIC DESIGNER

March 2010 - October 2010

TRINORTH LTD.

JUNIOR GRAPHIC DESIGNER

October 2008 - March 2010

SKILLS

SOFTWARE

In-depth knowledge of Adobe CC programmes: Photoshop, Illustrator, InDesign, After Effects, Premiere Pro. Also comfortable with Sketch.

MO SKILLS

CODING/WEB AWARENESS

HTML and CSS literate, knowledge of responsive design relevance and changes, i.e. Bootstrap, use of GitHub, font display usage, appropriate device sizes.

Here's a little thing I made to practice coding: isitginti.me

OTHER

Hand drawing, handstands, hand-made cakes.

EDUCATION

BYAM SHAW, CENTRAL SAINT MARTINS, UAL

Sept 2004 - July 2008

BA (Hons) Fine Art – 2.1

WELLINGBOROUGH SCHOOL

1995 – 2004

A Levels: Art (A), English (A), French (B)

GCSEs: 6 A*s, 3 A's