

Maya Gavin Storyboard Artist/Supervisor

Work examples at <http://www.mayagavin.co.uk/storyboards>

I am a storyboard artist of 7 years and now supervisor with a professional creative background including Comics, Television Graphics, Computer Games, Illustration, and even Interior Design. I am an experienced draftsman and find storyboarding to be a natural fit for my skills. I work well under pressure and deliver panels to deadline. I am self-motivated but really enjoy working as part of a team on a production.

For my recent role as Storyboard Supervisor I found my time in the wider design industry to have given me a thorough grounding in both critical thinking and professional conduct, allowing me to tailor my support for both junior and senior boarders. Working across all episodes of a series is challenging but I found supporting a story team to realise a directors vision to be incredibly rewarding and an absolute pleasure. I hope to be able to take my experiences forward to future roles.

STORYBOARD

Aug 2025 - Oct 2025

Aardman Animation - Storyboard Artist Undisclosed collaboration (you tube shorts).

Feb 2024 - April 2025

Wildchild - Storyboard Supervisor Piripenguins, series 1(cbbc/Rai, 3D/2D hybrid).

Mar 2023 - Oct 2023.

Wildseed - Storyboard Supervisor Dodo, series 2 (SKY 'pre-teen' 2D).

Jan 2023 - March 2023

Gutsy UK - Storyboard Artist Moominvalley, series 4 (SKY 'family' 3D).

May 2022 - Dec 2022

Passion Pictures - Storyboard Artist Not a Box, series 1- (Apple TV 'pre-school' 2D)

Mar 2021 - May 2022

Re-Define/DNEG - Storyboard Artist WOTE: Walk Off The Earth, series 1 ('family' musical 3D).

Aug 2020 - Feb 2021.

Gutsy UK - Storyboard Artist Moominvalley, series 3. (SKY 'family' 3D).

Mar 2020 - Aug 2020.

Wildseed - Storyboard Artist Dodo, series 1 ('pre-teen' 2D, SKY).

Dec 2019 - Mar 2020.

Aardman - Storyboard Artist Greenpeace 'Turtle Journey' (ANNECY Jury Award for Commissioned Films), Chevron (Advertising, 3D), Morph (series 'family' stop motion/CGI).

June 2018 - June 2019.

Gutsy UK - Storyboard Artist Moominvalley Series 2 ('family' 3D Sky).

ILLUSTRATION AND DESIGN

Interior Design (2009-2017)

Surveying interior space including the drawing of Scale Plans and Elevations. Carpentry design and specification. Lighting design and specification. Electrical plans. Colour and paint specification.

Illustration (2001-2009)

Magazines, educational publications, packaging, comics, storyboards for advertising and music videos.

Visiting Lecturer (2002)

Norwich School of Art - Character Design for Games.

Game Design and Illustration (2000-2001)

Mindseye Interactive – Starsky and Hutch console game. Front end and character design.

2D Production Designer (1998-2000)

Videotext Communications – Channel 4's Time Team. Producing information graphics for edit and outside broadcast.

Visualiser (1996-1998)

Hasbro UK – Action Man packaging visuals, to be translated by the brand illustrator.

KEY SKILLS

Storyboard Pro: Storyboard creation. I have a thorough understanding of the storyboard process, including exporting boards for edit, naming conventions and continuity in revisions.

Blender: Manipulating 3D sets to create camera angles for storyboard.

Panelforge: Knowledge of 2D Storyboard creation.

Workflow Protocols: Setting up a standardised workflow for story artists to follow including naming conventions, delivery specifications and an emphasis on responsibility to other workers in the chain.

Drawing for storyboards: Creating sequential images from a script to depict the story and action as well as camera angles and camera moves. Strong figurative drawing. Posing and action, perspective, staging and composition. Referencing designs and depicting characters and sets on model.

Photoshop: Drawing and image manipulation.

Remote Working Experience: I have the tools to work remotely.

Familiar with all the necessary software for important meetings and team communication:

Google Chat/Meet/Drive, Zoom, Skype, Slack.

Shotgun for board management and asset access.

Kitsu for transferring board files and asset access.

PCoIP client/Teradici for accessing a remote workstation.

HOBBIES

In my spare time I write and draw. I also enjoy Chinese brush painting and gardening.

I keep fit and healthy, practice Karate and go to the gym.

EDUCATION

Middlesex University. Graduated 1994.

BA Hons Visual Communication Design.

CONTACT

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