

Stephen Harris

VISUAL STORYTELLER

PERSONAL PROFILE

Regarded as a 'factory of ideas' by many, I'm a fast-thinking visual storyteller with a creative imagination and a solid understanding of story, art, direction and design. With experience working in extremely fast-paced environments and consistently developing new and unorthodox ideas, I craft stories that leave lasting impressions. I've developed commercials for Amazon, crafted stories for Cartier, designed stages for David Guetta, storyboarded for Matthew Vaughn and sketched ideas for Norman Foster. Speed is now second nature, and immense pressure has become the normality. I think conceptually, crafting narratives that leave lasting impressions - taking ideas, creating unique stories and seeing them through to completion.

SELECTED PROJECTS

Cartier In Motion - Art Director, Story Development, Lead Artist
The King's Man - Storyboard Artist
David Guetta - Lead Stage/Concept Designer
Gerry Cinnamon - Stage /Concept Designer
DJ Snake - Concept Designer/Storyboard Artist
Beyond A Steel Sky - Lead Storyboard Artist
Spyder - Lead Character Designer
Edmund The Magnificent - Storyboard Artist
NASA's Mars Project - Concept Designer
Apple Park HQ - Sketch Artist

CONTACT INFORMATION

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PROFESSIONAL CAREER

Senior Concept Designer / Art Director / Story Development

High Scream (2019 - present)

- Lead stage/show concept designer for *David Guetta*, *Gerry Cinnamon*, *DJ Snake*, *Fisher*, *Hi Ibiza*, *Ushuaia Ibiza*, *MDL Beast* and *Glitterbox*
- Art Director and lead artist on revolutionary content
- Senior architectural/venue designer

Senior Concept / Storyboard / Design Artist

Stephen Harris Art Ltd (2016 - present)

I contract and freelance too many studios worldwide. From art directing VR worlds, storyboarding *The King's Man* for *Matthew Vaughn* to leading the stage designs for *David Guetta* and creating concept art for *Apple Arcade* - I have a returning catalogue of clients that include: *Foster + Partners*, *High Scream*, *MARV Productions*, *Cartoon Network*, *Blue-Zoo Animation*, *the BBC*, *Apple*, *Sumo Digital*, *Amazon* and *WarnerMedia*. I work closely with leading directors, producers, VFX supervisors and writers to create ideas, storyboards, designs, concepts and illustrations for feature films, TV productions, architecture, stage designs, video games and animations.

Visualisation Artist / Story Development

Foster + Partners (2015 - 2016)

- Delivered on multi-billion pound projects simultaneously - projects include; *Apple Infinite Loop HQ*, *NASA's Life On Mars*, *Cartier In Motion* and *Nissan: Fuel Station Of The Future*
- Sketched and delivered design visuals for Norman Foster under immense pressure
- Anticipated design issues and proved to be proactive in developing effective solutions
- Proved to be a vital member of the internal film departments creative process, by constantly coming up with fresh, imaginative ideas, and narrative design solution

ACADEMIC HISTORY

University of Doncaster (2013 - 2015)

(First Class) Foundation Degree in Animation and Games Art

- Foundation Degree with Distinction in Arts in *Animation and Games Art*
- Major Project: *90/100*
- CG Student Awards Finalist (2015) - *Top 12 out of 512 candidates worldwide*
- Related Coursework: *Visual Communication in Context*, *Drawing and Concept Art*, *Digital Illustration and Design*