



ISABELLA ATKINSON-BRADBURY

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ONLINE PROFILES

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EDUCATION

BA Fine Art with Diploma in Professional Studies
(**First Class Degree**),
Central Saint Martins (UAL).

Foundation (Distinction),
City & Guilds of London Art School.

SKILLS

- **Motion Graphics**
- **Video Production + Editing**
- HTML Coding, used to create **VR** and Websites
- **Graphic Design**
- **Photography** and Videography
- Creative Direction
- **Concept / treatment writing**
- Personal initiative, hardworking and **attention to detail**

SOFTWARE

- Proficient in all Adobe Creative Suite (Photoshop / Premiere Pro / After Effects)
- Blender / Polycam
- Photogrammetry / Metashape
- Cinema 4D

PROFILE

I am a recent CSM grad and a digital artist who has worked for, assisted, and freelanced for various brands, magazines and creatives. My key skills are my ability to create 3D objects/assets and graphic design. I am also proficient in the Adobe Creative Suite and have experience collaborating with a digital marketing team.

In my work, I aim to interrogate the ethics and sustainability of rapidly advancing technologies, testing their capabilities and impacts on the human condition. I am also interested in the relationship between the blurring boundaries of virtual and reality.

My Fine Art education has also rewarded me with various creative and conceptual skills, allowing me to bring innovative solutions to this role.

EXPERIENCE

- **CREATIVE DIGITAL AND GRAPHIC ASSISTANT AT [BASIC PLEASURE MODE](#)**
Supported digital marketing team by managing social media schedules and created **motion design** 3D assets / **product visualization** for website and social channels. Created **pitch decks** (campaign / social content) and **brand identity** guides. Assisted and produced **campaign** shoots: casting, **photography** / videography and **post-production editing**. Involved **creative problem solving** and managing deadlines. **Image research**, moodboards and creative ideas for **treatments**. Created **graphics** for marketing collateral such as logos, social media, and website. Met weekly with team to discuss web / social analytics and **digital marketing** strategy. **Quality control** and **maintenance** such as organised asset folders on CMS platforms. **Content creation**: Instagram and TikTok. (April 2023 - April 2024)
- **FREELANCE GRAPHIC ASSISTANT AT [DAMSON MADDER](#)**
Supported the digital marketing team with copywriting, designed **website graphics**, image editing (**Photoshop**), designed marketing newsletter, and filming, **editing** and uploading content for social media channels. (April 2023 - April 2024)
- **SOCIAL MEDIA MANAGER AND DIGITAL ASSISTANT AT [OF PLANET EARTH](#)**
Managed all social media (Insta, TikTok + Pinterest), content creation / **campaigns** / newsletter and **website design**- created bespoke landing pages and pop ups, maintenance (tracked analytics and SEO) and HTML coding. **Creative Direction** for digital platforms. Created **moodboards**, concepts, textile designs, scouted models, **photography**. Designed packaging and labels + Lookbook layouts. (Nov 2022 - April 2023)
- **DIGITAL INTERN AT [GLITCH MAGAZINE](#)**
Content creation, marketing **graphics** (socials), and **motion design** 3D assets (socials). Social Media Community engagement / Stories / Reels, web design, scouting talent / influencers and **digital marketing**. (October - Dec 2022)
- **FREELANCE STUDIO ASSISTANT AT [OFFKUT STUDIO](#)**
Presenting **image research**, developing **concepts** with team + working to brief, **directing** + **assisting** shoots, **trend forecasting**, event organisation and producing **photography** / digital content. Also studio organisation and Shopify. (February 2022 - March 2023)
- **FREELANCE VISUAL COMMUNICATION ASSISTANT AT [SAMUDAY STUDIOS](#)**
Directing **campaigns**, **creative direction**, creating **3D scans / assets** / videos, **coordinating visuals** for social media and **Website** maintenance. (Nov 2022 - Feb 2023)

EXHIBITS + ARTICLES

- [MALOCCCLUSION](#) CSM GRADUATE SHOW AT GRANARY SQUARE (June 2024).
- [ONLINE UAL GRADUATE SHOWCASE](#) (June 2024 - Present).
- [OCCLUSION](#) INSTALLATION OPEN STUDIO AT GRANARY SQUARE (March 2024).
- [ALL FOUR CORNERS OF THE ROOM](#) EXHIBITION @ NOTTING HILL ARTS CLUB (Jan 2024).
- [DIGITAL FOREST](#) VR INSTALLTION OPEN STUDIO AT GRANARY SQUARE (Dec 2023).
- [GALVANISE DAY OF DEAD EXHIBITION](#) AT SPITALFIELDS STUDIOS (Nov 2022).
- ONLINE EXHIBITION [PERSONAL SPACE](#) (January 2022 - 2023).
- VR [FIELD-N-SALON](#) PHYSICAL AND [ONLINE](#) EXHIBITION (May 2022).
- [OPEN STUDIO](#) EXHIBITION AT CENTRAL SAINT MARTINS (March 2022).
- CENTRAL SAINT MARTINS STUDENT ARTIST PROFILE [INTERVIEW](#) (January 2022).
- [PERSONAL SPACE](#) EXHIBITION, CENTRAL SAINT MARTINS (20th - 21st January 2022).
- CITY & GUILDS OF LONDON ART SCHOOL [FOUNDATION SHOW 2019-20](#).