

November 3rd 2019

Dear KidZone Studios team,

My name is Campion Kirkham, I am an animator and artist looking for new opportunities to create and tell stories. I'm writing to apply as the Lead Animator with the KidZone Studios team!

I have been interested in art and animation since I was a kid (An avid watcher of Wallace and Gromit, as well as many other Nick Park driven productions.) Early on I had the chance to take several stop motion workshops at the Bellevue Art Museum which opened up a whole world before me. I kept in touch with the teacher of those workshops, who mentioned Flash as a way that I might continue to learn animation. I took several online courses and over the years explored as many different aspects of animation as I could (Including teaching Flash and stop-motion to younger students at a summer camp.) In 2012 I got a Bachelor of Fine Art and Production Animation degree from Digipen Institute of Technology. In my senior year our team created a short film about an alien with mysterious motives, which was shown at the Seattle Children's Film Festival, REDCAT and at the Honolulu Museum of Art (On that team I was an animator and technical artist.) In April of 2013, I created a short animation to accompany a track off a mixtape from a musician I was a big fan of. He reached out to me after seeing it and we ended up working on a fully animated music video. Shortly after that he and his manager asked me to work on design and animation for a video for his band. That video ended up blending both live action footage they recorded while on tour, with animation I made (Which has garnered over 1 million views since publishing.) Since graduating I have been a part of animation projects including music videos, promotional motion graphics, and most recently game production. In my last role I started on a short contract as an animator. I picked up enough skills to stay on and made my way into a role as the cinematic director and lead animator. While there I got to explore game animation more and spend a lot of time with the technical side game animation. I could not have guessed as a kid, making a stop motion film about a wizard fish, that it would lead to my meeting so many wonderful people and telling so many fun stories.

I had the pleasure of getting to experience a lot of educational software as a kid. The Crystal Rainforest taught me the foundations of problem solving and programming. JumpStart 1st and 2nd grade allowed me new ways to review my knowledge and make sure I was understanding it correctly, Magic School Bus taught me about geology, archeology, the solar system, and the body, and Freddi Fish taught me life lessons as well as math and problem solving. They are all learning experiences I look back on with great fondness and I have always hoped to one day be able to create those experiences for a new generation of young learners. The idea of making something positive like that to put out into the world is very appealing to me! I think I can bring this excitement for educational games along with a strong background of animation and technical game experience to your team to help KidZone Studios continue to make games that inspire, spark excitement for learning, and lay strong foundations of knowledge.

I really appreciate the opportunity to apply for the position. I have attached my resume to this application and my demo reel and references can be found on my website at www.waytoocampy.com/kidzone.

Sincerely,



-Campion J. Kirkham