

FILM / TV EXPERIENCE

'The Buccaneers (Debutante) S3'
Television Series (UK)

Apple TV+ & The Forge Entertainment Ltd
Production Designer: Markéta Korinkova
Sup. Art Director: Helen Allingham

Assistant Art Director
(May '26 - Aug '26)

'Outlander: Blood of My Blood S2'
Television Series (UK)

Left Bank Pictures & Sony Pictures TV
Production Designer: Mike Gunn
Sup. Art Director: Martin Kelly

Assistant Art Director
(Feb '25 - Dec '25)

'Outlander Series 8'
Television Series (UK)

Left Bank Pictures & Sony Pictures TV
Production Designer: Mike Gunn
Prod. Co-Designer: Moley Campbell

Assistant Art Director (May '24 - Sept '24)
// Draughtsperson (July '23 - Oct '23
& Nov '23 - May '24)

'Outlander: Blood of My Blood S1'
Television Series (UK)

Left Bank Pictures & Sony Pictures TV
Production Designer: Mike Gunn
Sup. Art Director: Martin Kelly

Draughtsperson
(March '23 - June '23 &
Oct '23 - Nov '23)

'Outlander Series 7'
Television Series (UK)

Left Bank Pictures & Sony Pictures TV
Production Designer: Mike Gunn
Sup. Art Director: Moley Campbell

Junior Draughtsperson
(June '22 - March '23)

'Anansi Boys'
Television Series (UK)

Amazon Studios & Spider Pictures Ltd
Production Designer: Michael Ralph
Sup. Art Director: Jamie Lapsley

Art Department Assistant (May '22)
// Art Dept Trainee (Jan '22 - May '22)

'The Lost King'
Feature Film (UK)

TLK Productions Limited
Director: Stephen Frears

Art/Props Department Trainee
(June '21 // 2 days shadowing)

OTHER EXPERIENCE (Selected)

2018 **Architect** | Freelance, Ostwald (FR)

- Responsible for a project from inception to completion;
- Discussing with the clients to determine their needs and requirements;
- Producing design proposals, 3D digital model and technical drawings;
- Selecting and advising on equipment, colour schemes, materials and budgeting;
- Planning and monitoring the works, liaising with contractors and suppliers.

April '16 **Architectural Assistant** | FRÖG Architecture Sarl, Strasbourg (FR)

- Proposing bespoke, creative and practical design solutions, using various software;
- Recording location measurements, analysing urban and building regulations;
- Supervising the work, coordinating daily operations, solving problems and ensuring the project is running on time, to budget and the design requirements;
- Reacting responsively, adapting the project design on short notice to meet deadlines.

Sept '15 **Exhibition Designer - Volunteer** | Espace Colod'Art, Strasbourg (FR)

- Co-responsible for the set design and installation of the 'Archi'doscope' exhibition.

Sept - Dec '14 **Intern in Architecture** | DaF-architecten, Rotterdam (NL)

March - June '14 **Intern in Architecture** | Atelier d'Architecture CNB, Strasbourg (FR)

KEY SKILLS

- Driving licence (10+ years, over 25)
- Draughting (Vectorworks)
- 3D modelling (SketchUp Pro)
- Scale model making (cardboard, wood, foam)
- Location surveying
- Research & Concept Design
- Space planning
- Built environment knowledge
- Adobe Suite: InDesign, Photoshop & Illustrator
- Languages: English (Fluent), French (Native), German & Spanish (Basic)

TRAINING & EDUCATION

Access to the profession of Architect
(HMONP) | INSA, Strasbourg (FR)

Master's Degree in Architecture (DEA
Diploma) | ENSAS, Strasbourg (FR)