

Dominic Vaughan Baidoo

I create dynamic, character-driven 2D animation, blending sakuga techniques with abstract visuals to create energetic, imaginative animations; pushing the boundaries of action-based choreographic storytelling.

EDUCATION / QUALIFICATIONS

2025-2026 MA Animation: University Of The West Of England

2022-2025 BA (Hons) Animation: University Of The West Of England

2024 BA (Hons) Animation: Tokyo Zokei University, Japan

CORPORATE COMMISSION

April 2024: The Fairfax Bristol

Photography and Artwork for The Fairfax reception area

INTERNSHIP

Summer 2023: Distortion Studio

Storyboard Artist

Storyboard Revisionist

Studio.<https://distortion.studio/>

WORK EXPERIENCE

February 2022: A Productions Animation Studios. Character animation, video editing, reviewing final footage.

April 2021: Aardman. Creating a promotional animation for Aardman Academy.

January - March 2021: Second Home Studios. Creating an ident for their client Da Vinci.

2020: Crown Root Publications. Storyboarding, animating fight scenes, character design.

DIGITAL SKILLS

Adobe Premier Pro

Adobe After Effects

Adobe Photoshop

Clip Ex Studio

Maya

Blender

Toon Boom Harmony



2D Animator Concept Artist



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2022 - 2025: Scholarship - Studio Giggie Animation Studio (Bristol)

2022: Paris Art And Movie Awards Best Animation Nomination

2022: Paris Art And Movie Awards Best Trailer Nomination

2022: World Premier Screening of Azoel And The Dark Dust (Paris)

2022: Association Of Colleges Student Of The Year Nomination

2022: Bristol Academy Of Media Outstanding Animation Graduate Winner



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