



CHARACTER DESIGNER

City of Cape Town, Western Cape, South Africa

Stephen Kulp

SUMMARY

Character Designer based in Cape Town, South Africa. Specializing in 2D Character Concepts and development. Has previously worked at Sunrise Animation Studios on multiple productions, including the recent 'Young David' animated short series and upcoming 'David' feature film.

WEBSITE

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CONTACT

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EDUCATION

Borja Montoro

Character Design Mentorship
(2019-2020)

Aaron Blaise Character Design Course

Character Design and Animation
(2020-2020)

Schoolism Online Course with Wouter Tulp

Character Design
(2017-2017)

City Varsity

3rd Year Advanced Diploma, Animation & Advanced Media Production
(2006-2008)

EXPERIENCE

The Art of Stephen Kulp

Freelance Character Designer

March 2025 - Present

Cape Town, Western Cape, South Africa

I mainly work in Pre-Production creating 2D Character Concepts for Animation & Film.

I prepare artwork for a 3D production pipeline, creating Character Art Packets which consists of:

- 2D Character Turnarounds
- 2D Character Pose Sheets
- 2D Character Expression Sheets
- 2D Prop or Costume Callouts
- Groom Packs with detailed callouts for hair type, style and design.

During production I:

- Work closely with 3D Character Sculptors and Modelers in the Animation Pipeline, doing draw overs during the creation process, making sure the character is as appealing and consistent with the 2D approved concept as possible.
- Do draw overs on 3D animation, focusing on appeal and making sure that the character being animated is on model and performing as the Director requires.

TOP SKILLS

Character Design

Character Concept Design

Character Development

LANGUAGES

English (Fluent)

Afrikaans (Proficient)

Xhosa (Basic)

Sunrise Animation Studios

5 years 7 months

Noordhoek, Western Cape, South Africa

Character Designer

June 2024 - March 2025 (10 months)

Noordhoek, Western Cape, South Africa

Character Designer on various development projects

Character Designer

October 2021 - May 2024 (2 years 8 months)

Noordhoek, Western Cape, South Africa

Character Designer on the **'DAVID'** feature Film and the **'YOUNG DAVID'** shorts. I was responsible for:

- 2D Concepts
- Art Packets which consisted of full 2d Character Turnarounds, pose sheets, expression sheets, groom callouts, and costume / prop callouts where necessary.
- Draw overs on 3d sculpts and final models, working closely with multiple modelers and sculptors.
- Animation draw overs.

Character Designer

June 2021 - September 2021 (4 months)

Noordhoek, Western Cape, South Africa

Character Designer on various development projects.

Character Designer

March 2021 - June 2021 (4 months)

Noordhoek, Western Cape, South Africa

Character Designer on the feature film **'JUNGLE BEAT 2 THE PAST'**. Responsible for:

- 2D Concepts
- 2D Character Art Packets, containing expression sheets, poses, full turnarounds.
- Draw overs on 3D sculpts and models to ensure consistency between the 2D concepts and the translation to 3D.

Character Designer - Kyle Portbury Films

January 2021 - March 2021 (3 months)

Noordhoek, Western Cape, South Africa

Character Designs on the film by Kyle Portbury – **'RESISTANCE'**. I was also responsible for all the 2D limited animation in it.

Character Designer

September 2019 - December 2020 (1 year 4 months)

Cape Town, Western Cape, South Africa

Character Designer on the **'DAVID'** animated feature.

Sandcastle Studios

Character Designer | Concept Artist
June 2018 - September 2019 (1 year 4 months)
Grand Baie, Mauritius

Worked on the feature film, **JUNGLE BEAT THE MOVIE**, designing some of the characters and concept art.

The Art of Stephen Kulp

Freelance Concept Artist, Character Designer, Illustrator
Jul 2016 - May 2018 1 year 11 months
Cape Town, Western Cape, South Africa

- Creating complete artworks from script to Pencil > Ink > Colour (Digital or Traditional).
- Creating Caricatures from photo references, or live sittings.
- Developing Characters for Comic Books, Animation Films / Series, Games and Children's Books.

Jincom Publishing (Jinja Communications (PTY) LTD)

Character Designer & Illustrator
Jun 2011 - Jul 2016 5 years 2 months
Stellenbosch

Dealt with complex ideas and information and needed to communicate them by drawing simple, yet effective illustrations which were mainly targeted toward semi-literate people.

It usually involved a briefing from the creative director. We would receive a script from the writing department and then "scamp" (also known as "thumbnailing") the script into a visual art form. This would typically be communicated in either a comic page format or a poster. I also worked on some Storyboards for Animation.

Clockwork Zoo

Animator / Character / Prop Designer
February 2009 - May 2011 (2 years 4 months)
Cape Town, Western Cape, South Africa

I started as an Animator, working on shows e.g. Florrie's Dragon, Happy Valley and Caillou. Eventually I was given the opportunity to do some Character Development on a variety of animation productions within the Studio.