Hello, I'm David Sibley, and here are the steps I use to draw an Atlantic Puffin.

This puffin will be swimming, so start with a horizontal line for the water, then a long horizontal oval for the body. (We’ll only be drawing the parts above the water.) Then add a small circle for the head, slightly above the body and lined up with the right edge of the body.

For the bill, add a straight line angled slightly down from the right side of the head. Then starting from the top of the head draw a line curving down to the end of that straight line to form the upper edge of the bill. For the lower edge of the bill draw a straight line from the tip back towards the head, curving up sharply close to the head.
Draw the outline of the body. From the top of the bill the line goes almost straight back, then curves down to the back. The back is slightly curved, and two points – the wingtips and tail – stick out behind the oval of the body. Below the bill the front of the body is a slightly curved line down to the water.

Adding details to the bill and eye: from the straight line in the center of the bill draw a short line angled down, and then a loop to surround this line. Connect that loop with curved lines to the top and bottom of the bill. To place the eye, imagine the straight line in the middle of the bill extending back into the head. Place the eye just above this line and around the middle of the head.
The eye is surrounded by a small marking shaped like a shark fin, and that is connected to the back of the head by a thin line. The white face is outlined by starting at the top of the bill, following the curve of the forehead to just above the eye and then angling down to the back of the head. The lower edge of the white face follows the curve of the circle you drew for the head.

The border between white underside and dark upperside begins about halfway between the bill and the water, and extends back along the side to the line from the tail.
A dark crescent at the base of the bill follows the curve of the base of the bill, extending out as a shallow triangle. Color the eye and the “shark fin” marking dark.

Color the dark parts: the top of the head, neck, and back. Add gray shading on the lower part of the white face, leaving a narrow border of white at the lower edge.
Finally, add some smudgy dark color on the flanks, and some wavy lines to suggest water.

That’s it!
Have fun, experiment, and please share what you’ve created