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| ***ARTSY SKILLS***   * Character Concept Design * Illustration * Storyboarding * 2D Animation * Technical Art * Graphic/Logo Design   ***SOFTWARE KNOWLEDGE***   * Procreate * Clip Studio * Adobe CC Animate * Adobe Photoshop * Autodesk Maya * PC and Mac efficient * Desktop support/IT   ***BONUS SKILLS***   * Musician - flutist * Judo, Karate, Jiujutsu * Outdoorsy * Gamer Enthusiast * Comic book nerd | ***ARTIST SUMMARY***  ☆ ***Currently working as a freelance illustrator and character artist.***  Sarah is an experienced high-paced artist that is motivated, energetic and a team player.  ***WORK EXPERIENCE***  **Teacher | *Class: Cartooning 101***  *College for Kids – Diablo Valley College* | Summer 2020  Instructed elementary to middle school students in character design principles and concepts. Encouraged and motivated young creative aspiring artists by addressing individual strengths and weaknesses.  **Illustrator**  *Diablo Gazette Newspaper* - Walnut Creek, CA | 04/2018 – 12/2018  Created fun and relative illustrations using customer specifications and company standards for a monthly local newspaper. Illustrations ranged from holiday celebrations to local news topics.  **Graphic Designer & Illustrator**  *Institute of Reading Development Inc.* – Remote | 2014 – 2015  Created marketing packages including print materials, brochures, banners, logos and signs using Adobe Photoshop. Edited webpage elements a customer’s request. Cleaned up and edited photos, i.e. artifact removing and color correction.  **Illustrator & Technical Artist**  *Skillsets Online* – San Ramon, CA | 2014 – 2015  Designed finished professional illustration for client’s educational children’s mobile app. Worked directly with script writers to ensure each illustration met the subject expectations. Resolved technical art software issues and performed revisions on several project art files at once. Multitasking bonus achieved! |
| **Caricature Artist – Supervisor**  *Kaman’s Art Shoppes Inc., Six Flags Discovery Kingdom* – Vallejo, CA | 2012 – 2014  Designed and created finished full color cartoon portraits of various individuals in a high demand environment (theme park!). Maintained customer satisfaction with product sales in a quick and professional manner.   * Supervised five different art booths across theme park. Stocked shelves, maintained booth appearances, managed cash runs and registers, and managed employee needs and timecards.   ***ACCOMPLISHMENTS***  Collaborated with team of 5 in the development of *Tule Lake* as a storyboard revisionist.   * Nominated for Best Student Film in 2012. * Won 1st Place & Excellence in Animation at ASIFA-SF Spring in 2012. * Won 1st Place Animation Category & Best in Show at 2012 CSU Media Arts Festival.   ***EDUCATION***  **San Jose State University – BFA**   * Graduated November 2011 with a **Bachelor’s in Fine Arts: Animation & Illustration;** *Emphasis in Storyboarding*   **Animation Mentor**   * General: Unreal Engine 3D Game Animation   **Animation Collaborative**   * General: Advanced Character Design | |