

Visual Development Artist

Sarah Jones

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EDUCATION

Ringling College of Art & Design, Sarasota, Florida
B.F.A. Illustration, May, 2018
Minor in Visual Development, May, 2018
Senior thesis in Visual Development and Concept Art for Games
G.P.A. 3.7/4.0. Scholarship Award Recipient (2014-Present);
Presidents List; Best of Ringling, President's Award Recipient (2017);
Illest of Ill Show Participant (2017)

Archbishop Spalding High School, Severn, Maryland
High School Diploma, May 2014
National Art Honor Society; President: 2013-2014
Scholarships for Scholars Art Award Recipient –
Anne Arundel County, Maryland (May 2014)

VISUAL DEVELOPMENT EXPERIENCE

Concept Art Intern, BioWare, Austin, TX, May-August 2017

As part of creative design team, visualized and generated original concept art for *Star Wars: The Old Republic* video game production pipeline

- Conceptualized and designed in-game content, including environment assets, attachment sets, creatures, vehicles, props, and armor.
- Created sketches, thumbnails, and refined design illustrations for in-game content utilizing advanced digital painting techniques and 3D modeling programs, including Photoshop, Blender and specialized Bioware augmented software.
- Effectively communicated visual intentions with creative team at daily production meetings and critiques, as well as weekly staff meetings.
- Collaborated with character, environment and game design production teams to produce final concept sheets containing developed renderings, sketches, and material reference information.

Concept Developer, Ringling College of Art & Design, Sarasota, FL 2016-2017

As part of an upper level course in visual development, conceived and executed original story, characters, props, environments, and vehicles in support of plot:

- Critically analyzed character and story approaches, focused on environments and effects.
- Independently pursued and researched subject matters to incorporate realism into design and increase believability of final product.
- Utilized Photoshop, Illustrator, Zbrush, Blender, and traditional drawing for conceptual character and landscape production.
- Executed final production and pitches showcasing utilization and aims.

Character and Creature Artist, Ringling College of Art & Design, Sarasota, FL 2016

Created original story, established characters, and built environments supporting characters for upper level course in visual development:

- Developed original story line and thumbnail panels.
- Executed final concept sheets and renderings to display fully developed character and visual aesthetics.
- Pitched final concepts and diplomatically responded to questions.

ART MANAGEMENT / PUBLIC RELATIONS EXPERIENCE

Resident Assistant, Department of Residence Life, Ringling College of Art & Design, Sarasota, FL August 2015-present

Supervised 20-30 residents in programming, counseling, judicial, and administrative roles:

- Completed training program on health, safety, academic policies, and conflict resolution; handled and averted emergencies.
- Established relationships with residents; referred students to appropriate college personal; submitted weekly reports to RA coordinator.
- Advised residents on personal, academic, and social affairs; developed educational and beneficial programs for residents.

Co-Creator/Mentor, Illustration Department Mentorship Program, Ringling College of Art and Design, Sarasota, FL 2017-2018.

Collaborated with upperclassmen, faculty and staff to construct a mentorship program for Illustration students.

- Mentored two mentees per semester;
- Provided advice and guidance during weekly one-on-one meetings; discussed artistic progress and answered questions about industry.

ART SKILLS / TECHNIQUES

Advanced Proficiency: Photoshop, Illustrator, Blender, Keyshot, Zbrush, Perforce, traditional media including 3-D development and design

Working Knowledge: 3Ds Max, Maya, XGen, Substance Painter & Designer, V-Ray, VUE, Houdini, CrazyBump, Marvelous Designer on both Mac and PC platforms

ORGANIZATION MEMBER

Spectrum 24: The Best in Contemporary Fantastic Art; New York Society of Illustrators; International Game Developers Association; Baltimore Gamer; Maryland Federation of Art; Virginia Museum of Fine Arts; RCAD Digital Painting Sketch Club

PERSONAL SKILLS

Beach enthusiast, enjoy playing nine different musical instruments, avid gamer. CPR /AED trained. Basic understanding of French and cheesy puns.

References available upon request