

# Sarah "Sana" Freeman

(901) 484-3603

[sanafreemanart@gmail.com](mailto:sanafreemanart@gmail.com)

<http://sanaart.net>

## Professional Experience

### Freelance Concept/2D Artist

*Self*

- Provided various services to clients including concept art, 2D game assets, illustrations and motion media.
- Clients include Rooster Teeth Productions, MonsterBox, Rethink Leisure and Entertainment, Catnip Studios, and individual entities.

October 2015 – Present

*Online*

### Concept Art Intern

*Spray N' Pray Studios*

- Designed environments for FPS/RPG game series *RAVEN*.

June 2015 – September 2015

*Atlanta, GA/Online*

### Concept Artist/2D Artist

*Project Atius*

- Designed environments for 3<sup>rd</sup> person RPG, *Atius*, built in Unity with a team of 20
- Additionally created title and credits screens using maya, after effects, and photoshop

September 2013 – March 2014

*Savannah, GA*

### 2D Artist

*Dragon's Eye Productions*

- Assisting in creating and editing digital assets for online game using photoshop, illustrator, and game specific programs for online game *Furcadia*.

January 2013 - Present

*Online*

### 2D Artist

*Catnip Studios*

- Created interface icons for iPhone app *Facedancer*.

May 2013

*Online*

## Education

Savannah College of Art and Design (SCAD)

Major: Sequential Art

Minors: Game Development, Concept Art for Games

September 2011 – June 2015

*Savannah, GA*

## Professional Skills

**Software:** Photoshop, Illustrator, Maya, After Effects, Flash, Zbrush, Unity

**Art and Design:** Digital Painting, Traditional Painting, Drawing, Conceptual Art, Modeling, Sculpting

