

Sarah Webb

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Education

Maryland Institute College of Art (MICA) Baltimore, MD (2013 - 2017)
Bachelor of Fine Art in Illustration, May 2017 | Dean's List

Skills

- Focus in Visual Development, Environment Design, Narrative Illustration
- Highly experienced with Adobe Photoshop, Mac and PC platforms, Wacom tools; general knowledge of Adobe Illustrator, InDesign, and After Effects

Work Experience

- Freelance Illustrator and Visual Development Artist (2011 - present)

Clients include : BOOM! Studios, Strange Horizons Magazine, Abrakam(Faeria),
Fantasy Flight Games, Charm City Craft Mafia

Completed work for commercial and private clients in multiple fields, including comics, character design, book covers, poster and interior illustrations.

- Peer Career Advisor - Joseph Meyerhoff Center for Career Development Baltimore, MD,
(Aug 2015 - Dec 2015)

Creating and organizing career development related programs, and holding weekly
1-on-1 career counseling with undergraduate students.

- Visual Development Intern - Blue Sky Studios Greenwich, CT, (June 2015 - Aug 2015)

Contributed work on prop design, color keys, mood exploration, and set design for
upcoming releases, and created character tests to production standard quality.

- Concept Art Intern - Sparkypants Studios Baltimore, MD, (Aug 2014 - Dec 2014)

Contributed to upcoming game release from initial pre-production phase; completing
work in character design and concept art, texture support, and UI design.

Publications & Gallery shows

- **Kochab**; ongoing comic created and self published 2017

- **Botanica** show, Light Grey Art Lab - Minneapolis, MN; April 2016

- **COSMOS** show, Light Grey Art Lab - Minneapolis, MN; October 2015

- **Spirit of the Wind** show, 3Tarts, Rothick Art Haus - Anaheim, CA; August 2015