

Sarah Webb

SWebb@mica.edu | Artofsarahwebb.com | (907)978-0647

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, Savage Interactive (Procreate), Abrakam(Faeria), Fantasy Flight Games, Strange Horizons Magazine, 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 designs and turnarounds to production standard quality. Prop and set design featured in The Art of Ice Age (2016)
- **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 webcomic created and self-published; January 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