

Cami Sanders

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Objective: Dedicated artist, designer and visual storyteller seeking employment in the animation industry, eager for the opportunity to work and learn alongside talented and experienced individuals in a creatively charged environment. Has a sense of humor and enthusiasm for teamwork, but also is self-motivated and well adapted to working alone under deadlines.

Professional Experience:

Character and Prop Design for Flaunt Productions/Mattel Playground - July 2015
Freelance Illustrator - Various short-term clients - May 2013 - current
Freelance Illustrator - Water Conservation illustration for the City of Savannah, GA. November 2012 - May 2013.
Freelance Sequential Artist - Penciling, inking, character design and concept design. March-September 2012.

Accolades:

- Selected as a Semi-Finalist in the 2015 Nickelodeon Artist Program
- Was also honored to be featured by Chris Oatley in his blog article "7 Upcoming Visual Development Artists Who Impressed At CTN-X" at ChrisOatley.com/Upcoming2015/

Publications:

Missingno (Kabutops Form). 2014. *Glitch Pokezine*. p. 44.
Sneasel Goes Grocery Shopping. 2013. *Ice Pokezine*. p. 18.
Fuu. 2011. *Fluke 2011 Comics Anthology*. p. 30-32.

Education: 2011 Savannah College of Art and Design, Savannah, GA
- Bachelor of Fine Arts Degree in Sequential Art

Study Abroad: Savannah College of Art and Design - Tokyo, Japan, Winter 2008

Collaborative Film Experience:

Snow Maiden, directed by Alexandra Poston, SCAD Animation Senior Showcase 2012 - Digital layout painter. Worked with the team to achieve a cohesive overall style. Also designed and hand screen-printed production crew shirts for members of the film crew.

Strengths:

- Clear & emotive visual storytelling practiced in comics, illustration and storyboarding
- Experience with digital painting & the role of color and light in story
- Can think in 3 dimensions and design environments that can be understood or interacted with spatially, as well as characters & props with clear form and function
- Strong animated sense of character design, personality and appeal
- Can illustrate characters, props and environments in wide range of styles to meet particular aesthetic objectives and keep the project stylistically cohesive

Technical Skills:

Extensive experience working in Adobe Photoshop with Wacom Tablets/Cintiqs. Experience with ToonBoom, Microsoft Office programs and the Adobe Creative Suite, as well as an understanding of Windows and Mac operating systems.