



Sarah Marlow

Character Artist

(205) 500 - 1217

Sarahmarlow19@gmail.com

www.marlowillustrations.com

Software & Tools

Animation Design
Autodesk Maya
Adobe Products
Adobe Creative Suite
Adobe Photoshop
Adobe After Effects
Adobe Illustrator
Adobe Premiere Pro
Google Suite
Toon Boom Harmony
Wacom Cintiq
ZBrush

SKILLS

3D Animation
3D Modeling
Character Design
Prop Design
Graphic Design
Illustration
Storyboarding
Clean Up
Concept

Professional Skills

Creative Thinking
Communication
Flexibility
Teamwork
Time Management

Education

Bachelor of Fine Arts, Animation
Savannah College of Art and Design, Savannah, Georgia

May 2020

Work Experience

Eleven Productions: Birmingham, AL
Animator

January 2022 – Present

Assist with the pre and post-production for various advertisements. Use cameras and props to create scenes and edit scenes in Adobe Premiere, After Effects, and Maya.

Shelby County Arts Council: Columbiana, AL
Fine Art Instructor

February 2021 – Present

Teach and plan diverse lessons for watercolor painting and digital art classes.
Instruct and mentor two classes a week.

Disney College Program: Orlando, FL
Intern

October 2021

Accepted into the 2021 Fall Disney College Program, an internship-based work opportunity with the Walt Disney Company. However, due to the COVID-19 pandemic, I was unable to relocate for the internship.

Projects & Collaborations

2022 Adult Juried Art Exhibit: Columbiana, AL
Contestant

January 2022

Selected to participate and showcase my work in the 2022 Adult Juried Art Exhibit at the Shelby County Arts Council.

Chloe: Short Film, Remote
Animator

March 2021 - January 2022

Worked with a team of 18 people and animated characters in Toon Boom Harmony.

SCAD Film Festival, Savannah, Ga
Character Designer and Animator

September 2019 - May 2020

Worked in a studio environment with a team of 12 people.

Created over 40 poster designs and generated original color palettes and character concepts.

SCAD 3D Video Game, Savannah, Ga
Texture Artist and Animator

January 2020 - March 2020

Designed six textures and created character walk cycles.

Collaborated with a game design team of 12 people and attended editorial meetings.

Honors and Awards

SCAD Sidewalk Arts Festival, Savannah, Ga

Spring 2019

Designed chalk art for a university-sponsored competition.

Awarded SCAD Student Award, 2nd Place.

SCAD Sand Arts Festival, Savannah, Ga

Spring 2019

Designed sand art for a university-sponsored competition.
Collaborated with a team of five people.