

Sarah Thomas



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EDUCATION

The Animation Workshop

- Bachelor of Arts in Graphic Storytelling | [Graduated June 2021](#)
- The Drawing Academy, classical art course | [2016](#)

EXPERIENCE



Storyboard artist and game asset artist for "Return To Monkey Island" video game | [2021-2022](#)

- Storyboards and animatics for cutscenes and intricate animations
- Staging and layout of characters in rooms and cutscenes
- Working closely with directors, writers, and art directors to solve visual problems
- Character concepts, character design, prop design, background painting, and other game assets as needed

Freelance artist | [2019-present](#)

Clients include:

- Danish National Museum | [2019](#)
- Northern Lights Wildlife Society | [2023](#)
- Electric Eggplant Productions | [2023](#)



Concept Artist and Storyboard intern for Cirkus on their feature film project "Goldpaw" | [2021](#)

- Character design and exploration
- Key art
- Storyboards



Comic artist for WWF's "Pandaclub" Magazine | [2019-2021](#)

- Expanded their IP "PandaForce" and produced educational comics for kids
- Working closely with WWF's research and projects

SKILLS

Technical: Proficient in Adobe package (especially Photoshop, Illustrator, AfterEffects, Indesign), Procreate, Clip Paint Studio, Storyboard Pro, Unity, Microsoft suite

Artistic: Storyboards, Comics, Writing, Storytelling, Character Design, Prop and FX Design, Frame Animation