



Sara Teramo aka **CONCEPTSARA** - CV

Character Design, Concept Art, Illustration and **Pitch Creation**

MULTIDISCIPLINARY CREATIVE with unrestricted right to work in the UK (ILR approved) and the EU (as Italian)
Character and Concept Designer - with previous experience in Graphic and Product Design



MAIN SKILLS Creative Character Design, Concept Art, Concept Design, Visual Development, Sketching, Digital Painting, Illustration
EXTRA SKILLS Graphic Design, Research Work, Moodboards, Pitch Design and Presentation, Promotional Artwork, Storyboarding

SHORT PORTFOLIO via QR code or <https://www.conceptsara.com/portfolio-intern>

FULL WEBSITE <https://www.conceptsara.com> For pass-protected Pitches & Boards **password** on request

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Recent Experience - Character Design, Visual Development, Creative Consulting, Fine Art

● **CHARACTER DESIGNER, CONCEPT ARTIST, ILLUSTRATOR and VISUAL ARTIST** as a **FREELANCER** - London

January 2019 - Present

My speciality is Character Design for Animation and Games. I also do editorial and book Illustration, and costume illustration for Theatre and Film. Moreover, I help lead creative activities and workshops in London's museums for the mental health charity MIND, and collaborate with various galleries. Last August, my Artwork was selected for an exhibition at **Tate Modern**.

Usual Tasks: Brief Analysis, Brainstorming, Research, References Collection, Moodboards Preparation, Exploratory Sketches, Iterations, Character Sheets, Visual Development, Colourways, Costuming, Material Call-outs, 3D Overpaints, Feedback Implementation, Painted Renders, Pitch Design, Model Packs and Story Bible Preparation to inform the work of everyone along the production pipeline: 3D modellers, riggers, animators, composers, texture and VFX artists. I work in-house or remotely from my office in central London, equipped with the latest Cintiq, iPad and VR headsets.

● **WORK EXPERIENCE** at **INDUSTRIAL LIGHT & MAGIC-ILM** - London

May 2019

I was one of the two work experiences welcomed at ILM London in May 2019. It was an intense work-shadowing placement and a unique perspective in the Film and TV pipelines of projects under the Star Wars and other Disney IPs.

I was especially delighted to receive insights on CHARACTER DESIGN, CONCEPT ART and VISUAL RESEARCH directly from Concept Artists within the prestigious ILM's Art Department!

● **CHARACTER CONCEPT ART SECONDEE** at **FRAMESTORE** - London

June 2017 - December 2018

I decided to specialize further in character design and concept art, so I secured a position in the competitive Framestore's runners' development program. I helped both the Films and the Integrated Advertising departments and became a Staff Awards Winner (Autumn 2017).

I earned the chance to work directly with Framestore's Creative Directors and deliver Character Concept Sketches and Illustrations for their Pitches.

I demonstrated creative initiative as well as teamwork and the ability to follow instructions and meet tight deadlines, collaborating on VR and AR projects as well as winning Design Credits like the Funding Circle advert that aired on TV and was on placards nationwide.

They also gave me access to specialist courses in Character Design and Concept Art that I could attend at Escape Studios in central London, as well as internal workshops in Cinematography, Presentation Skills, Human Anatomy, Animal Anatomy and Clay Sculpting.

Previous career - Graphic, UI Design and Product Design

● **LEAD SENIOR DESIGNER/ART DIRECTOR and ILLUSTRATOR** at **JFDP Labs and Madrugaworks** - London

March 2014 - April 2017

I was the in-house Art Director and Designer responsible for the 2D Art, Graphic Design, UI and Pitch Presentations for the companies' Apps, Video Games, VR and XR projects. Our creative apps were bought by Samsung, and our games were best-sellers on Steam. I was also commissioned to paint character design-inspired murals to decorate our company premises.

● **FREELANCE DESIGNER and ILLUSTRATOR** for **Theatre and Advertising** - London, New York and Berlin

February 2010- March 2014

I'm especially proud of the advertising campaign I designed and executed for The Royal Albert Hall in London, and of getting my hands dirty with actual set design at Sets By Sara in New York, as well as working for FEZ Berlin, Europe's biggest youth theatre.

● **DESIGN Intern** at **KARIM RASHID Inc. NEW YORK** - New York

August 2009 - January 2010

Within this award-winning Design Studio team, we developed high-end product design pitches for international manufacturers and several of my designs were selected for production worldwide.

● **DESIGNER and ILLUSTRATOR** for **Interior, Product and Fashion Design Studios** - Berlin

Sept 2005 - July 2009

Some studios I worked with: COORDINATION Interior Design, MARTINI, MAYER Product Design, BLESS Fashion, ACUD Theater.

SPECIALIZATION COURSES in CHARACTER DESIGN, VISUAL DEVELOPMENT, CONCEPT ART and ILLUSTRATION

- **CHARACTER DESIGN PRO and CONCEPT ART for the Animation Industry** at **ESCAPE STUDIOS Pearson College London, UK**
in-person in London - Certified Courses and Workshops
With Andrea Torrejon (Disney TV, Rovio) and other top industry professionals
- **CHARACTER DESIGN and CONCEPT ART for the Games and Animation Industry** at **CAL ARTS California Institute of the Arts, US**
online - Specialization Course with Certificate
Led by Fran Krause with A. Ristaino (Cartoon Network), J. K. Jiang (Disney) and Robertryan Cory (Cartoon Network and Disney +)
- **CHARACTER DESIGN for Animated Feature Films** 'Collaging Life' at **VIEW CONFERENCE** in Turin, IT
in-person in Turin - Intimate Workshop
With Deanna Marsigliese (Disney - Pixar Feature Character Art Director)
- **CHARACTER DESIGN, CONCEPT ART and VISUAL DEVELOPMENT for Animation** at **La Galeria Roja Center for Art Studies and Gallery, Spain**
online - Small and Interactive Online Lessons and Workshops
With Sam Nassour (Disney, Netflix, Nexus Studios, Blue Zoo) and James A. Castillo (Sony, Illumination, Passion Pictures, Axis)
- **CHARACTER CONCEPT ART and ILLUSTRATION for Film** at **La Galeria Roja Center for Art Studies and Gallery, Spain**
in-person in Seville - Intimate Atelier Workshop with Certificate
With lead Marvel Concept Artist Karla Ortiz (Marvel, ILM, Ubisoft, etc.)
- **CHARACTER DESIGN, CONCEPT ART, VISUAL DEVELOPMENT and STORY for Animated Feature Films** at **Schoolism Digital Art School**
in-person in Europe and online - Live Workshops and Specialisation Courses
With Arriaga (Disney, Pixar), Ying (Disney), Loish (Guerrilla Games, Lego), Del Carmen (Disney, Dreamworks, Sony) and many more
- **ILLUSTRATION and VISUAL STORYTELLING for the Editorial and Publishing Industry** at **SVA NYC School of Visual Art New York, US**
in-person in New York - International Studio Residency with Final Public Exhibition in Manhattan
With Creative Director Paul Buckley (Penguin), Artist Viktor Koen (NYTimes, Wall Street Journal), Artist Andrea Tsurumi (NYTimes)
- **CHARACTER DESIGN and STORYBOARDING for Animation** at **Aardman Academy Industry Training by Aardman Animations, UK**
online - Live Course via Zoom
With Sylvia Bull (Titan Comics, Aardman) and Sam Norton (Blue Zoo, Funko, Aardman)
- **COSTUME DESIGN, SET DESIGN and STORYBOARDING for Theater and Film** at **UAL Central Saint Martins College of Art and Design, London, UK**
in-person in London - Professional Course with Certificate
With Gary Thorne (The Royal Academy of Dramatic Art - RADA) and Stephen Brown (The Royal College of Art - RCA)

UNIVERSITY DEGREE

- **Design MA** at the **Berlin University of the Arts UdK Universität der Künste**, the most selective University in Germany
in-person in Berlin - Design and Applied Arts Master Degree curriculum
- **Design Exchange Student** at the **University of the Arts London UAL Central Saint Martins College of Art and Design**
in-person in London -- Product Design University curriculum, bursary winner
- **Design BA equivalent** at the **Polytechnic University of Milan Politecnico di Milano**
in-person in Milan - Industrial Design and Visual Communication University curriculum

PRIMARY SOFTWARE

- **2D Art, Design and Presentation** *Expert-Level* Adobe Creative Cloud **Photoshop**, Illustrator, Indesign etc. on PC and Cintiq (15+ years)
- **2D Art, Sketches and Concepts** *Expert-Level* **Procreate** on iPad Pro (5+ years)

SUPPORTING SOFTWARE

- **VR** *Basic-Level* Quill and Oculus Medium
- **3D, primarily as a base for 2D Art and Overpainting** *Basic-Level* Maya, Sketch Up and *Beginner-level* Blender, Zbrush, Unity and Unreal.
- **INTERNAL and EXTERNAL PRESENTATIONS** *High-Level* Powerpoint, Keynote, Slides and Wix editor.
- **VIDEO EDITING** *Basic-Level* Adobe Premiere, Final Cut, iMovie, Video Editor
- **MANAGEMENT TOOLS** *High-Level* Google Drive, Docs, Sheets, Teams, MS Office, Word, Excel, Trello, Slack, Discord, plus *Medium-Level* Perforce and *Beginner-Level* Shotgun.

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