

sarahpeavy02@gmail.com - sarahpeavy.com - linkedin.com/in/sarahpeavy - instagram.com/shaeruex

## **EXPERIENCE**

Vampire Surf Cult June 2025 - Present

Visual Development Artist

- Designed key locations, props, and color for an upcoming indie-animated pilot.
- Collaborated closely with the director, art director, and producer on tone, style, and story.
- Adapted guickly to feedback and maintained visual consistency across assets.

**North Pole Air Control** June 2025 - Present

Layout Artist

- Created 2D stylized layouts based of 3D models.
- Worked closely with director to balance stylization and grounded believability within layouts.

September 2024 - May 2025 Marginalia

Visual Development & Background Artist

- Developed visual style including characters, props, and environments.
- Created backgrounds, storyboards, and cleaned up animation in collaboration with the team.
- Jumped between roles fluidly from layout, vis dev, cleanup, and compositing.

March 2024 - June 2024 Squiggles Cooking Club

**Layout Director** 

- Led layout team and defined environment style with the art director.
- Gave constructive feedback to junior artists and ensured visual continuity.

Max Credit Union, Kids Club October 2023 - April 2024

Character Designer

- Designed kid-friendly characters for animated commercial shorts.
- Iterated rapidly and worked cross-functionally with marketing team.

March 2024 - June 2024 Dog of the Samurai

Layout Artist

- Designed and painted backgrounds based off animatics and storyboards.
- Worked within a set 2D style, always meeting tight production deadlines.

Freelance Illustrator 2019 - Present

Various Roles

- Clients include independent publishers and commercial marketing teams.
- Work includes children's books, visual development, and personal commissions.
- Known for polished, vibrant illustrations with a strong sense of compositional clarity.

## **EDUCATION**

## Savannah College of Art and Design

Bachelor of Fine Arts in Animation: Storytelling & Concept Development

■ Minor in Illustration: Concept Design for Animation & Games

## **SKILLS**

Technical: Background Design & Paint, Environment Design, Character Design, Prop Design, Matte Paint

Professional: Great Collaborator, Receptive to Feedback, Quick Learner, Detail-Oriented, Working Under Pressure, Multi-Tasking, Problem Solving, Meeting Deadlines, Positive Attitude

Software: Photoshop, Procreate, Toon Boom Harmony, After Effects, Premiere Pro, Google Workspace, MS Office

Graduate: June 2025 - Summa Cum Laude