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# SARAH SOLTAN

Concept Artist, Graphic Designer, and Writer

## INDUSTRY EXPERIENCE

<p>Freelance Work 2013-present</p> <p>Computer Museum of America</p> <p>New Earth Entertainment, LLC</p> <p>Puzzles by Joe, LLC</p> <p>InZane Games, LLC</p> <p>Old Spire Studios, LLC</p> <p>Atlanta Game Cooperative, LLC</p> <p>Thrust Interactive, Inc.</p>	<p>Collaborated with the Events Committee and created an assortment of graphics for the Computer Museum of America including but not limited to original art, postcards, flyers, fact sheets, stickers, tabletop programs, and signage design; communicated effectively across a large team</p> <p>Responsible for art direction and production of art assets for a TBA game under New Earth Entertainment, LLC</p> <p>Designed and created collages from an assortment of hand curated images to be turned into various types of puzzles and produced UI assets for Puzzles by Joe's Clutter series (Clutter 1000, Clutter IX, TBA Clutter); art directed and wrote the story for Clutter IX</p> <p>Designed, directed, and handpainted 2D art as deliverable board game assets (game logo, board design, card design, and token pieces); redesigned and handpainted company logo for InZane Games, LLC; communicated and collaborated with other team members to ensure a consistent look across all assets; contributed to game design through playtest feedback</p> <p>Project managed and art directed Old Spire, with AGILE methodology in Unity; conceptualized and painted 2D mood, environment, character, and prop art to deliver to modelers for implementation; performed administrative tasks such as schedule creation and log management; oversaw and directed meetings 3x a week; edited writing and presentational elements for public viewing, and performed QA analysis and testing</p> <p>Painted mobile game concept art for PGA under Atlanta Game Cooperative, LLC.</p> <p>Drew and painted video game concept art and 2D sprites for a mobile game app by Thrust Interactive, Inc. as part of an interning game development team</p>
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## OTHER EXPERIENCE

<p>Spring 2019-present</p> <p>Spring-Fall 2017</p> <p>Winter-Spring 2019</p> <p>September 2013 - May 2014</p> <p>Spring 2015-2018</p>	<p>Yoga Instructor at Yonder Yoga, LLC, Atlanta, GA</p> <p>Trained and obtained 200 hour RYT certification as a Yoga Teacher at Thunderbolt Power Yoga studio in Atlanta, Georgia</p> <p>Trained and obtained an additional 200 hour RYT certification with Charlotte Kilbourn at Yonder Yoga studio in Atlanta, Georgia</p> <p>Kenyon College Community Figure Drawing Supervisor; led sessions once a week to students and the surrounding community with a live model.</p> <p>Published in North Light Book's "Incite 3: The Art of Storytelling" in October for a mixed media piece I created to commemorate the Egyptian Revolution of 2011</p> <p>Published in volume three and six of The Port City Review, the arts and literary journal of SCAD for a short memoir and poem</p>
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## EDUCATION

<p>Savannah College of Art and Design, Atlanta, GA</p> <p>Bachelor of Fine Arts</p> <p>2014 - 2018</p>	<p>Interactive Design and Game Development; Drawing</p>	<p>Kenyon College</p> <p>Gambier, OH</p> <p>2012 - 2014</p>	<p>Studio Art</p>
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## LANGUAGES & SKILLS

<p>English</p> <p>Spanish</p> <p>Arabic</p>	<p>Primary language</p> <p>Working proficiency</p> <p>1 1/2 years</p>	<p>2D Concept Art</p> <p>Traditional &amp; Digital Painting &amp; Drawing</p> <p>Art Direction</p> <p>Graphic Design</p> <p>Creative &amp; Analytical Writing</p> <p>Illustration</p>	<p>Interpersonal Skills &amp; Communication</p> <p>Project Management</p> <p>Highly Organized</p> <p>Self-Motivated &amp; Detail-Obsessed</p> <p>Time-Conscious</p> <p>Receive Critique Well</p>	<p>Adobe Photoshop</p> <p>Adobe Illustrator</p> <p>AGILE Methodology</p> <p>Unity</p> <p>Slack and Trello</p>	<p>Health &amp; Nutrition</p> <p>Yoga Instruction</p> <p>Teaching</p> <p>Storytelling</p> <p>Love to Learn</p>
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