



SAMRATH KAUR

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OBJECTIVE

To obtain a creative position in the entertainment industry and further develop my skills as a designer.

EDUCATION

Rhode Island School of Design (RISD), Providence, RI / 2014 – 2017

Bachelor of Fine Arts, Illustration, Honors (GPA 3.8)

Ohio State University, Columbus, OH / 2013 – 2014

Bachelor of Science, Neuroscience, Pre-med

SKILLS

Art & Design / Illustration, Character Design, Environment Design, Sequential Art, Stop-Motion Animation, 2D Animation, Color Theory, Traditional & Digital Painting, Storyboarding

Technology / Adobe Photoshop, Illustrator, InDesign, After Effects, Premiere Pro, Dragonframe, Microsoft Office Suite

Personal / Intuitive, efficient, adaptable. Eager for critique and unafraid to speak up. Dedicated Pomeranian lover.

RELATED EXPERIENCE

Designer / Psyop, New York, NY / Feb-May 2018

Assigned to both commercial and internal creative work. Produced styleframes, storyboards, character designs, animation, and icon design in a vast variety of styles requested by clients on short 1-3 day deadlines. Gained experience working under many different directors in the commercial industry.

Concept Artist / Permadeath, RISD Illustration Department, Providence, RI / Jan-Feb 2017

Collaboratively created a cohesive visual development package for a video game themed opera. Required group decisions made based on personal vision and client expectations to create environments, characters, and assets in support of a provided narrative. Worked intensively on research, ideation, communication, repeated revision, and concept presentation. Personally, produced polished character turnarounds, expression sheets, and gesture sheets.

Game Asset Design / MassDigi Livecode, RISD Illustration & Becker College, Providence, RI / Aug-Nov 2015

Worked remotely during the semester with programmers from Becker College to produce assets for the mobile game Ophidia. Experienced a collaborative work atmosphere, improving communication skills. Adapted to pre-established visual rules set by a student art director in order to create a cohesive final product. Self-taught Adobe After Effects.

OTHER EXPERIENCE & ACHIEVEMENTS

Artist in Residence at Mystic Aquarium in Connecticut, patted a seal, created 10 pieces for a gallery show / 2017

Society of Illustrators West 55, Gold Student Scholarship winner with five pieces total accepted / 2016

Journalistic Drawing and Landscape Painting (Viterbo, Italy) intensive plein air experience abroad / 2016

Awagami Factory (Tokushima, Japan) participated abroad in handmade papermaking workshop / 2016

RISD Workstudy, teaching assistant for Mark Milloff's freshman 2D Design studio / 2015

Lilies Anthology, LGBTQ comics zine, contributing cartoonist / 2015

Irish Archaeology Field School (Trim, Ireland) excavated and illustrated abroad at Blackfriary dig site / 2013

OSU London Honors Program (London England) studied English culture abroad through immersion / 2013

California State Summer School for the Arts (Valencia, CA) animation program / 2012