



SAMRATH KAUR

[sum-rahth • koar]

16 Royce Rd APT 8 / Allston, MA 02134

EMAIL skaur@alumni.risd.edu / PORTFOLIO smrth.net / (603) 502-3833

PROFESSIONAL EXPERIENCE

Children's Book Illustrator / Annick Press, Toronto, Ontario, Canada / May 2021 - Present

Currently illustrating a yet to be announced book featuring a Punjabi Sikh main character.

Illustrator / Yellowfly, Boston, MA / Oct 2018 - Present

Tasked to work on licensing, toy packaging, branding, marketing, and concept art for a variety of IPs including Star Wars, Overwatch, Seriously Best Fiends, Snapships, and Power Rangers. Often works with graphic designers at sister studio Pilot to create assets and patterns that can be easily integrated with type and design elements. Worked in house and remote, gaining immeasurable experience communicating and collaborating both ways. Polished file management skills.

Background Artist / Cartuna, New York, NY / Feb-Mar 2021

Responsible for roughs, layouts, and painting on a selection of backgrounds for an animated Nick Upfronts short. Work included two large pan shots that required seamless looping.

Background Artist / Late Night Cartoons (CBS), New York, NY / Aug-Sep 2018

Worked remotely from Houston, TX. Used Photoshop to design and paint full color background art for the animated series Our Cartoon President. Required heavy knowledge and application of perspective, general painting skill, and flexibility to meet the show's style.

Design Intern / Psyop, New York, NY / Feb-May 2018

Responsible for working in a variety of styles to produce pitches that suit client company marketing and branding needs while creatively expanding upon them. Created storyboards, colorboards, styleframes, character design, animation, and animated icon design. Met short 1-3 day deadlines and used many programs including Adobe Photoshop, After Effects, and Illustrator. Gained experience working under many different directors in the commercial industry.

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, Honors

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 fan.

OTHER EXPERIENCE & ACHIEVEMENTS

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

Mass Digi, game asset design for the mobile title *Ophidia* / 2016

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

Lilies Anthology, LGBTQ comics zine, contributing cartoonist / 2015

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

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