EMILY SATTERFIELD

VIS DEV ARTIST

CONTACT

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SKILLS

- **Design**
  - Design Principles Mastery
  - Color Design
- **Animation**
  - Motion Principles
  - Compositing
  - Video Editing
  - 2D Animator
  - Character Rigging
- **Software**
  - Adobe CC
  - Blender
  - TV Paint
  - Toon Boom Harmony/ SBP
  - Ableton LIVE
  - Figma
- **Other**
  - AI (Generative & Chatgpt)
  - Photography
  - 2D Art Expertise
  - Storyboarding

EDUCATION

SAVANNAH COLLEGE OF ART & DESIGN
Bachelors degree in Animation
Fall 2014 to Spring 2017

GREENVILLE TECHNICAL COLLEGE
Associates degree in Graphic Design
Fall 2011 to Spring 2014

WORK HISTORY

ANIMATION CLEAN-UP

Linefolk Animation Studio

October 2024 to November 2024

- Character animation clean-up in Toonboom Harmony
- Work closely with supervisor to render hand-drawn 2D-style animation

CREATIVE MEDIA STRATEGIST

Cynemical, LLC

September 2023 to September 2024

- Create, manage and develop client visual media projects ranging from character concept design and animation to brand strategy and social media management.
- Direct and manage customer outreach and development feedback response.

ART DIRECTOR

Andromeda Labs, INC

March 2022 to September 2023

- Lead visual design for 2D isometric video game in development.
- Collaborated with project lead and art team to define the look of our characters by creating a consistent visual direction for the project.
- Created style guides and orthographic views for characters, props, and environments.
- Designed graphics for digital and physical promotional merchandise.

VISUAL DEVELOPMENT ARTIST

Dreamworks Animation

October 2019 to March 2022

- Utilized digital painting techniques to design props, characters, and sets for digital animation series on a 3D Animation pipeline.
- Generated mood boards, color scripts, and lighting keys to guide the creative direction of scenes and sequences.

COLOR DESIGN ARTIST

Warner Bros.

October 2018 to October 2019

- Collaborated with art directors and design teams to ensure cohesive color styling across characters, props, and environments.
- Optimized workflows to meet production timelines & maintain quality standards.
- Adapted color designs to align with feedback, style guides, & project-specific themes.