

Sara Noelle Delgado

Animator, Illustrator, and Producer

SND

● ● ● www.saranoelledelgado.com/ ● [IMDB](#)

Contact

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Skills

2D & 3D ANIMATION |
STORYBOARDING | CONCEPT
ART | CHARACTER DESIGN
| ILLUSTRATION | MOTION
GRAPHICS | GRAPHIC DESIGN,
EDITING | WRITING | DIRECTION
| EDUCATION

Fluent in Spanish

3D ANIMATION

- AUTODESK MAYA
- MAYA PYTHON API
- MOTION BUILDER
- 3D STUDIO MAX
- BLENDER
- CINEMA 4D
- UNITY
- UNREAL
- REDSHIFT
- AUTODESK ARNOLD
- OCTANE RENDER
- CORONA RENDER
- XSENS • SHOTGUN

2D ANIMATION

- ADOBE ANIMATE CC
- ADOBE AFTER EFFECTS
- TOONBOOM • TV PAINT

ILLUSTRATION/DESIGN

- ADOBE PHOTOSHOP
- ADOBE ILLUSTRATOR
- ADOBE INDESIGN
- PROCREATE
- CORAL PAINT

FILM

- PREMIERE PRO
- FINAL CUT
- AUDITION

PRODUCTION

- SCRIPT EDITING/ READING
- CRAFTING PITCH DECKS
- CASTING
- TALENT ACQUISITION
- EDITING • G-SUITE
- LINE PRODUCTION
- PRODUCTION COORDINATOR
- WRAPBOOK • BUDGETING
- SCHEDULE MANAGEMENT
- GOOGLE SLIDES • CANVA
- SLACK & AIRTABLE

About Me

Sara's devotion to visual storytelling has helped her realize many creative projects from short films to high-end 3D cinematic animation for games and film production. Her proven track record of creative leadership and art direction come from her proficiency as an animator, story artist, illustrator, director, writer and producer. Sara loves to challenge herself in visual development, story and animation.

Work Experience

Compton Unified School District | 2024-present Art Teacher

Teaches Art Classes at two Public Schools, McNair ES and Bursch ES. Uses real-world art experience to design and implement hands on Art Curriculum across all grades. Responsible for classrooms of 20 -36 students spanning from pre-k and Kindergarten through 8th grade, teaching hundreds of students every week.

- Crafts diverse lessons using all mediums, focusing on both technique and history, adjusting the project to the educational, cultural, and developmental standards and needs of each grade and each class.
- Collaborates with colleagues and teachers to support student growth, emphasizing creative and emotional expression as well as technical improvement.
- Provides engaging and age-appropriate art instruction to students, ensuring a safe, inclusive, and positive learning environment. Daily establishes an inclusive classroom culture that fosters creativity .
- Manages diverse student needs: Adress emotional outbursts, problem-solves, and calms unruly behavior.

Accomplishments: 2024-2025 School Year

- Put on school-wide Art Gallery of student work at Bursch Elementary
- Worked with Students on art projects for CUSD's Annual STEAM Fest.

CREDENTIAL: In Progress-

- Currently Enrolled in the Single Subject Credential Program For Art at Cal State University Long Beach

CALIFORNIA SKATE [IMDB](#) Associate Producer | 2023-2024

Part of production since its inception as the independent film "70's Roller Disco Movie"

Sara collaborated with the director to create the Pitch Deck that got "California Skate" its \$1M funding. Demonstrating problem-solving and multitasking skills, Sara acted as producer, talent coordinator, assistant line producer, and assistant casting director on the film, focusing her efforts on talent, scheduling, and budget.

- Assisted Line Producer: managed budgets, schedules, staffing, vendor relationships, insurance, and all day-to-day production logistics from prep through post.
- Managed production timelines, resources, & deliverables
- Talent Acquisition. Personally cast Jahi Winston for the lead. Assisted in the negotiation of his contract.
- Assisted Casting Director: casting large ensemble cast. Negotiated talent deals. Prepared and Facilitated contracts with SAG AFTRA
- Coordinated talent: arranged, booked, and scheduled travel & hotels for cast and crew. Scheduled and organized cast rehearsals. Communicated directly with Director and production to facilitate needs of the entire cast including such high profile stars as **Brooke Shields, Henry Winkler, Jahi Winston, & Jay Mohr.**
- Managed over 50 extras. Sourced hired and scheduled Extras during production.

Set, Costume, and Prop rental from Costume/Prop Houses such as Disney, Warner Brothers, & Universal.

LIVING POPUPS INC.

Director of Creative Development/Production | 2020-2024

- Led the Animation, Art Direction & Production Design for over 20 projects across 8 different shipped apps.
- Led the key Pre-Production, Production, and Post-Production tasks across all projects.
- Lead Character, Vehicle and Asset Design for commercials, books, games and apps.
- Sara acquired, coordinated, worked with, and directed a multitude of talent, from writers to 3D modelers to actors (including high profile stars Bryan Cranston, LeVar Burton, and Stephen Root).
- Work included:** • Concept Art • Research • Creative Direction of AR • Illustration • Character Design • Hand 3D Character Animation • 3D Animation Clean up • Motion Capture • Character and Asset Turn Arouns for 3D • Feedback Notes on 3D models for production • Script Supervision • Casting • Direction for Voice Actors • Editing
- Designed and illustrated three children's books,** "Always in My Heart" By Jamie Stafford & Shari Stafford, "Cooper, The Dog." By Adam Small, and "The Great Gatsby AR" by F. Scott Fitzgerald

As associate producer under Cheryl Bayer, Sara worked with a variety of writers, directors, and creators in the development stage to produce creative pitches and scripts for TV and film.

- Reviewed prospective scripts and properties, gave feedback, and determined the next steps.
- Calendar management, led project/client submissions, script reading, and research.
- Development of potential television/ film projects: script notes, story edits, design lead, and casting
- Talent Acquisition (from writers to actors to crew) for TV and Film. Talent Coordination and direction.
- Original Pitch decks creation for productions.
- Multitasking skills, balancing multiple productions, casting, locations and equipment sourcing.

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Skills Cont.

- TEACHING
- ART EDUCATION
- CURRICULUM DEVELOPMENT
- CURRICULUM MAPPING,
- CURRICULUM ASSESSMENT
- CLASSROOM MANAGEMENT
- EFFECTIVE COMMUNICATION
- EDUCATIONAL LEADERSHIP
- CREATIVE PROBLEM SOLVING

Education

Bachelors of Science: Media Arts & Animation

The Art Institute Of California –
OC | 2015

Organizations And Memberships

- Women In Animation
- ASIFA: HOLLYWOOD
- Latinx In Animation

Volunteer

World Animation
And VFX Expo
2014, 2015, 2017

LIVING POPUPS INC.

Lead 3D Animator | 2020-2024

- led the animation for over 20 projects, Creating High-quality game play and cinematic animations using hand key 3D animation in Maya & Blender.
 - Collaborates with the director and technical director to plan, block and design each shot.
 - Expert in animation cycles, deformations, FK/IK systems, set driven keys, weight, timing, and blendshape creation to achieve a wide range of realistic character performances from human to quadruped animation, including organic bipeds to mechanical vehicle and robotics animation.
 - Motion Capture cleanup. Data Transfer from Xsens onto 3D models for game ready animation.
 - Scene assembly, management, lighting and final rendering of scenes in high definition frames
- Completed Projects include:** All 17 titles on [LPBookspace](#) such as: [Little Buck the Fire Truck AR](#), [My Father's Dragon AR](#), [Romeo and Juliet](#) in AR and [The Legend of Sleepy Hollow AR](#)

Production Coordinator | 2019-2020

Sara created and monitored production schedules, Crafted pitch decks; assisted in Casting; Oversaw freelance/contractor payroll, production runs and 3D Animation.

CHISPA

Freelance Illustrator | 2020-2025

- Collaborated with the creative lead to Design and Illustrate the branded *PoderArte Community Celebration* Flyer and the large scale Banner the Chispa used at *Chispa at OC Pride*
- Designed and illustrated the Poster and stickers for *Anaheim Young People's Town Hall* every year since 2020
- Designed and illustrated the Official Chispa Members' Postcard

ENVIRONMENTAL HEALTH ORGANIZATION

Freelance Illustrator | 2023

- **Air Congresso Event 2023:** Under the project lead, designed and illustrated several graphics to be used in the advertising for their event, including designing multiple iterations of two branded characters and multiple backgrounds.

AFTER SCHOOL ALL-STARS | 2017-2018

Program Leader

- Taught art to middle school students in Central Los Angeles
- Designed and Implemented unique Art Curriculum to inspire children using hands on problem solving.
- Provided workshops in drawing, painting, comic books, video and sculpture.

COURTROOM ANIMATION

3D Artist/Animator | 2018

- Interpreted written reports into the practical visual development of 3D models and scenes.
- Contributed to the delivery of over a dozen projects: Staging, lighting, rendering, modeling and key frame 3D Animation for a multitude of sequences on a production schedule.
- Received feedback, addressed notes, and presented clear ideas to my supervisor.

BRIMHALL & ASSOCIATES

Animation Intern | 2018

- Pre-vis concept art to develop and create game ready assets and characters for the company's educational game Changelab. • Visualized and brainstorm game's playability and overall design.

UNOFFICALLYBRAINDEAD STUDIOS

Animator | 2017

- Directed and created full Animation in After Effects • Worked through entire Animation Pipeline.
- Designed and illustrated assets and animated short films, which boosted company brand

KADHO INC.

Animation Intern | 2015

- Working as part of a team on a large scale art production: 2D Animation, Pre-vis & Motion Graphics.
- Conceptualized, digitally painted, & produced clean game ready characters.