

Sara Noelle Delgado

Character Design and Concept Art

● ● ● www.saranoelledelgado.com/

SND

Contact

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Skills

2D & 3D ANIMATION |
STORYBOARDING | CONCEPT
ART | CHARACTER DESIGN |
ILLUSTRATION

3D ANIMATION

- AUTODESK MAYA
- BLENDR
- ZBRUSH

2D ANIMATION

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

DESIGN

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

OTHER

- PREMIERE PRO • FINAL CUT
- AUDITION • XSENS
- SHOTGUN
- SLACK & AIRTABLE
- G-SUITE • CANVA

Fluent in Spanish

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

About Me

Sara's devotion to visual storytelling has helped her realize and design dynamic characters for many creative projects from apps to film production. Sara has spent the last decade creating unique characters and professionally honing her skills in anatomy, character poses, facial expressions and character turnarounds. Sara loves to challenge herself in visual development, story and animation.

Work Experience

LIVING POPUPS INC.

Director of Creative Development/Production | 2019-2024

- Led the Animation, Art Direction & Production Design for upwards of 20 projects across 8 different shipped apps, designing and executing of the creative vision for each project.
- Designed over fifty different characters for commercials, books, games and apps.
- Led the key Pre-Production, Production, and Post-Production tasks across all projects.
- Lead Character, Vehicle, Asset and Background Design for commercials, books, games and apps.
- Concept Art • Research • Creative Direction of AR • Illustration • Character Design • Hand 3D Character Animation • 3D Animation Clean up • Motion Capture • Character and Asset Turn Arounds for 3D • Feedback Notes on 3D models for production

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*

While at Living Popups, Sara 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

Production Coordinator | 2019-2020

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

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.

CHISPA

Freelance Illustrator | 2020-2024

- Collaborated with the creative lead to Designed and Illustrate branded *PoderArte Community Celebration* Flyer and *Chispa at OC Pride Banner*
- 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

CALIFORNIA SKATE IMDB

Associate Producer | 2023-2024

- 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, & budget.

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.