SOPHIA SALA

Visual Development - Illustration

https://www.sophiasala.com - sophiaharp2021@gmail.com - 443-510-9112

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SKILLS

Visual Development
Character Design
Background Design
Background Paint
Background Layout
Color Design
Illustration

SOFTWARE

Adobe Photoshop
Procreate
Clip Studio Paint
Adobe Premiere
Adobe Illustrator
Figma

AWARDS

MICA Dean's List
August 2021 – Present

RELEVANT COURSEWORK

Adv. Character Design
Life Drawing
Fantasy Art
Intro to Animation
Worldbuilding
Anim. Pre-Production

INTERESTS

Dungeons and Dragons
Harp
F1 Racing
Baseball
Roller Coasters

EXPERIENCE

Art Intern
Kissing Party LLC

June 2024 – Present

- Remote Summer 2024 art intern for boutique animation studio based in LA, involved in a variety of tasks in pipeline including visual development, concept art, 2D animation, background art, and social media illustration, primarily in Adobe Photoshop
- Involved in numerous real-world projects for clients with thousands of likes on IG, clients including comedian Morgan Jay, content creator JB Copeland, and unannounced others

Illustrator
Drivée Media

May 2024 – Present

- Illustrates posters semi-weekly for motorsports-based magazine/social media startup
- Collaborates with design leads to determine overall look and layout of each piece

Background Artist
"Zombie Garden" Thesis Film

December 2023 – May 2024

- Designs and paints background art for senior thesis short based on director's layout
- Coordinates with director and BG team to ensure consistent style, mood, and continuity as well as incorporating visual storytelling into environment

LEADERSHIP

Lead Peer Career Advisor
MICA Career Development

August 2022 – Present

- Works as student representative on dynamic, small team of peers in MICA's Career Development office
- Communicates and collaborates with full-time staff, plans events related to professional practice, and advises peers on resume/cover letter writing and internship resources

Co-President - Student Animators for Inclusion
MICA Center for Student Engagement

August 2022 – Present

- Plans alumni/studio talks and facilitates community for MICA Animation students with a focus on elevating marginalized voices
- Organized and executed second annual animated film festival in February 2024 for greater Baltimore student community, including student work from three local universities with attendance of over 150 people

SIGGRAPH Student Volunteer
ACM SIGGRAPH

Summer 2022 / Summer 2023

- Supported the SIGGRAPH 2022/2023 conferences by contributing 20+ hours of work throughout fast-paced, week-long industry event
- Learned from and networked with fellow computer graphics/design students as well as professionals in the animation, art, and entertainment industries

EDUCATION

Maryland Institute College of Art (MICA), Baltimore, MD

Illustration BFA Candidate, Animation Minor | Expected Graduation May 2025 | GPA: 4.0

PROFESSIONAL ORGANIZATIONS

Women in Animation — Member

October 2021– Present