



Emily Sullivan

Concept Art & Illustration

Currently, I'm a junior in college with a lifelong passion for drawing, storytelling, technology, and music. I've found that video games and film synthesize my interests perfectly. I am seeking an internship or job opportunity that would allow me to use my abilities, collaborate with a team to create meaningful productions, and grow as an artist.

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Education

2022-2026

BFA in Digital Art and Design School of the Art Institute of Chicago (SAIC)

Skills

- Clip Studio Paint
- Storyboard Pro
- Adobe Creative Suite
- Google Workspace
- Autodesk Maya
- Time management
- Willpower
- Teamwork & Communication

Comics

Wrote, designed, and digitally illustrated original comics

Visualization & Storyboarding

Created storyboards & animatics using Storyboard Pro

Animation

Learned film and 2D animation fundamentals

Experimental 3D

Used Autodesk Maya to model, rig, and animate

Core Studio

Learned basics of the Adobe Suite including Premiere Pro, Photoshop, and Illustrator

Languages

English

Native proficiency

French

Intermediate proficiency

Korean

Intermediate proficiency

Awards

Distinguished Merit Scholarship (2022 -2026)

Received from the School of the Art Institute of Chicago

Best in Show - Design (2022)

Awarded at Illinois High School Art Exhibition

AP Perfect Score Award for 2D Art and Design (2022)