SOPHIA LIU

Visual Development, Character, Props, Background Artist
24sophialiu@gmail.com | www.sophialiuart.com | Los Angeles, CA

EXPERIENCE

Sprite Animation Studios / 2D Designer
May - December 2022, Los Angeles, CA
· Designed and illustrated props, sets, architectures, and background characters for an unannounced CG animated TV series to be released on Netflix.
· Rendered and refined Director's designs.

Fluffnest / Freelance Character Artist
September 2022, June - August 2021, Los Angeles, CA
· Designed 65 sets of character looks and costumes based on different themes for the game PuffPals: Island Skies.

The Third Cartel / Freelance Character Designer
January - February 2022, Los Angeles, CA
· Designed a 2D anthropomorphic animal for an unannounced mobile game.

BONGO Pictures / Freelance Concept Artist
November - December 2021, Los Angeles, CA
· Visualized stage concepts including details on stage setup, decoration, and participant interaction for a new reality game show.

ACADEMIC PROJECT

Thesis short film *Mulberry* / Background Painter
September - December 2021, Pasadena, CA
· Collaborated with student team to produce a six-minute animated thesis film for a graduating student at ArtCenter, primarily focused on background paintings

EDUCATION

ArtCenter College of Design / Bachelor of Science in Entertainment Design
August 2019 - Expected April 2023, Pasadena, CA
ArtCenter Provost's List 2020

Character design basis: Shape & graphic design
2020, Remote, Instructed by Daxue Ding

Rhode Island School of Design / Pre-College Program in 2D Animation
July - August 2018, Providence, RI

SKILLS

Artistic: Visual development, Background design and paint, environment design, prop design, character design, research, painting, illustration, modeling, 2D animation, and 3D animation.

Technical: Adobe Photoshop, Clip Studio Paint, After Effects, Autodesk Maya, Toon Boom Harmony, Storyboard Pro, Open Toonz, SketchUp 2020, Blender.