

# SARAH STONE

illustrator, concept artist

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## Industry Experience

**Freelance Illustrator, Self Employed** 2009 - Current

Illustrator for various companies such as Wizards of the Coast and Paizo Publishing, as well as independent commissioners.

**Contract Artist, GaiaOnline.com** San Jose, CA 2009 - Current

Working along with Gaia Online's sprite team, designing and creating clothing and items for user avatars, as well as creating illustrations for events or item releases.

**Art Director, Barking Lizards Technologies LLC** Richardson, TX 2004 - 2009

Responsible for managing the art staff, as well as working with the company President and Creative director to oversee current and future projects. Working closely with the Creative Director to create pitch documents for publishers to secure projects, as well as help create concept art and game designs for projects during the preproduction phase. Served as Art or Design Lead on several projects in addition to working as a production artist for 2D and Interface needs.

**Storyboard Artist Intern, DNA Studios** Los Colinas, TX 2003 - 2004

Worked closely and studied with the studio's Storyboard Department during production of "Adventures of Jimmy Neutron," the Nickelodeon TV Series.

## Games

**Unannounced Action RPG Title (Wii, PSP, DS)** - Creative Director, Concept Artist, 2D Artist

- Assisted in creating game concept and premise.
- Created and maintained Game Design Document.
- Assisted in writing game dialog and story.
- Helped define and maintain the game's visual style.
- Created concept art and model sheets for game character and environment models.
- Worked closely with designers to execute combat balancing, storyline progression, and in-game cutscenes.
- Designed, created, and implemented menu and HUD assets.
- Created high-res dialog portraits with varying emotions for all of the characters in the game.
- Created and animated dynamic comic-book-like cutscenes for key points in the game.
- Managed artists and art schedule.

**Cancelled Rhythm Title (Wii)** - Concept Artist, Visual Director

- Worked with the publisher to concept and define visual look of the game.
- Managed a team of concept artists to create level concepts based on selected visual direction.
- Created concepts and model sheets for character models.
- Worked closely with a team of artists to create a playable prototype in a short time-frame.

**Rock University: Naked Brothers Band (Wii, PS2)** - Interface Artist

- Helped redesign all in-game menus late in the development cycle, then executed the changes.
- Assisted in creating HUD elements.

**Bratz 4 Real (DS) - Lead Designer, Artist**

- Worked with movie script to create a game concept and design.
- Wrote game dialog, creating over fifty side-quests and a rich cast to flesh out the world.
- Created concepts to define the style of the game, including characters, environments, and all in-game pets.
- Led a team of designers to execute the game's story and questing systems.
- Worked closely with programming staff during development to ensure quality.
- Created all assets for the menu system and UI
- Created 2D assets for multiple mini-games.

**Bratz: The Movie (GBA) - Designer**

- Worked with movie script to construct game design and dialog.
- Oversaw production by reviewing builds and working with development team.

**Command & Conquer: The First Decade (PC) - Interface Artist**

- Created main splash screen art and menu assets.

**Bratz: Forever Diamondz (GBA) - Lead Designer, Lead Artist**

- Worked with movie script to construct game design and dialog.
- Created all exterior isometric backgrounds.
- Created sprite animations for all main characters, including clothing variations.
- Designed and created assets for multiple minigames.

**The Elder Scrolls: Oblivion (Mobile) - Lead Designer, Lead Artist**

- Worked closely with Bethesda to create a logical solution and game design for a mobile device.
- Created game design and dialog based on Bethesda's early concept documents.
- Created all environment isometric tilesets for level construction.
- Created all weapon and spell icons.

**World Combat - Unreleased (nGage) - Lead Designer, Concept Artist, 2D Artist**

- Created game concepts based on key features highlighted by Nokia.
- Created concepts and model sheets of characters and game units.
- Hand painted large isometric terrain maps.

**Education**

Art Institute of Dallas — Associates of Applied Arts, 2004

Focus in Concept Art

**Software**

|                 |                    |                  |
|-----------------|--------------------|------------------|
| Adobe Photoshop | OPTPiX ImageStudio | Bugzilla         |
| Corel Painter   | Cosmigo ProMotion  | FogBugz          |
| AutoDesk Maya   | Pixologic Zbrush   | xNormal          |
| Subversion      | Perforce           | Microsoft Office |