

Sarah E. Rhea

designer, illustrator, storyteller

Member of IATSE 478, a detailed, innovative and motivated storytelling artist with 10 years experience in creating, organization, and multitasking for film, animation and video games.

CONTACT



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PORTFOLIO



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@saraherheaart



@saraherheaart

SKILLS

Software

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe After Effects
Adobe Premiere
ToonBoom Harmony
Storyboard Pro
Scrivener
Chyron
Microsoft Office
Canvas

EDUCATION

Academy of Art University

Masters of Fine Arts,
Masters in Fine Art with a Concentration
in Visual Development for Film, Animations
& Games
GPA 3.6

Memphis College of Art

Bachelors of Fine Arts,
Design Arts Major with a Concentration
in Digital Media
GPA: 3.7
Cum Laude
Portfolio Scholarship
Mildred Hudson Scholarship
Ferris Scholarship

MGCCC

Associate's of Fine Arts May
Fine Arts Scholarship
Honor's Scholarship
Phi Theta Kappa

CERTIFICATIONS

FERPA for Colleges and Universities/Data Sharing
SerSafe Food Handler
OSHA
IATSE 478 Union Steward

Pre-Production

Art Direction
Visual Development
Background Design
Prop Design
Character Design
Script Writing
Illustrative Storyboarding
Pitching

EXPERIENCE

Pensacola State College

Adjunct Instructor – Visual Arts Department

January 2025- Current

- *Taught 2D Design, Advanced Typography, Environmental Design, and Art Humanities courses in both in-person and online formats (Canvas); also guided students through independent studies.
- *Designed and maintained course materials, assignments, and assessment rubrics to support student learning across modalities.
- *Leveraged Canvas to deliver lectures, facilitate discussions, and provide individualized student support, ensuring active engagement in online environments.
- *Delivered timely, constructive feedback on projects and assignments to foster creativity, technical growth, and critical thinking.
- *Adapted teaching strategies to support diverse learning styles and educational needs, creating an inclusive classroom environment.
- *Engaged in departmental collaboration and professional development to enhance curriculum and teaching practices.
- *Served on the GELO Course Evaluation Committee, contributing to program assessment and improvement.
- *Program Student Learning Outcomes (PSLO) Committee: Worked with faculty to analyze student data and ensure alignment with state learning outcomes, contributing to curriculum improvements and enhanced student achievement.

Production

Directing
Team Management
Animation 2D Digital &
Traditional
Illustration
Layout (Sequential &
Narrative)
Digital Painting
Graphic Design
Prop Fabrication
Painting
Sculpture
Food Styling

● WXXV 25

Broadcast Graphic Designer

March 2024- December 2024

- * Designed on-air graphics, animations, and visual effects for live TV, news, sports, and promos.
- * Collaborated with producers and directors to align visuals with program tone.
- * Developed motion graphic packages (lower thirds, title cards, transitions).
- * Ensured adherence to network and show branding guidelines.
- * Used industry-standard software (After Effects, Photoshop, Illustrator, Chyron).
- * Created and managed real-time graphic templates for live broadcasts.
- * Managed multiple projects, meeting tight deadlines.
- * Supported on-air graphic operations and troubleshooting during live broadcasts.
- * Stayed updated on broadcast design trends and incorporated innovative techniques.
- * Contributed to high-profile events, sports broadcasts, and promotional campaigns.

● Prestige Games LLC

Lead Developer/2D Artist

Remote September 2023- January 2024

- * Led art direction and conceptualization of game visuals and assets
- * Created style guides and design documentation to set graphic standards
- * Developed concepts, models, textures sheets for characters & environments
- * Designed clean, visually appealing UI elements and menus
- * Worked with director & programmers to ensure asset technical compatibility
- * Set up asset libraries, and image catalogs for easy handoff to developers
- * Mentored and guided junior artists to achieve quality art aligned with vision
- * Oversaw and directed external freelance artists if required
- * Created promotional art and marketing visuals assets and social posts
- * Continuously iterated and optimized art based on internal feedback
- * Ensured all visual elements were cohesive and optimized for platforms/genres
- * Developed production schedules and milestones for artwork

● Amex Commerical/Smuggler's Inc.

Graphic Artist/ Food Stylist

New Orleans, LA April 2023

- * Worked with department leads on key graphic needs
- * Fabricated functional props for on-set use
- * Researched and developed different food style choices
- * Researched, purchased, and prepared on-set food styling
- * Created various graphics for the art and set dec department

● Amazon's I'm a Virgo:

Assistant Prop Master/Buyer

New Orleans, LA Decemeber 2021 - May 2022

- * Worked with department leads to understand prop needs from scripts
- * Created detailed prop breakdowns and tracking schedules
- * Researched, sourced, and acquired props from vendors and warehouses
- * Organized props and created labels/tags for identification
- * Set up, maintained, repaired, and adapted props on set
- * Supported production with prop continuity and last-minute needs
- * Managed prop returns, storage, and refunds after wrap
- * Supervised assistants as required

● Disney's Secrets of Sulphur Springs S2 :

Property Buyer/Coordinator/Graphics

New Orleans, LA May - August 2021

- * Worked with production leads to understand script prop and graphic needs
- * Created prop breakdowns and usage tracking schedules
- * Designed custom in-world graphics for prop items
- * Sourced real-world props from rental houses and vendors
- * Provided enhanced hero graphics for featured screen props
- * Coordinated prop returns and oversaw inventory storage
- * Maintained databases cataloging props and graphics
- * Created paperwork tracking prop moves between locations/sets
- * Researched period-accurate graphic/prop references
- * Developed and managed budgets, negotiated vendor pricing

● OWN's Queen Sugar S6 :

Covid Compliance Office Coordinator

New Orleans, LA January - May 2021

● Off the Grid Games LLC

Environment Art Director

Remote July 2020- Feb 2021

- * Guided overall art direction and visual style of game
- * Conceptualized, developed and illustrated dynamic, immersive, aesthetically pleasing environments/levels including style guides for architecture, landscapes and props
- * Reviewed environmental concepts from team, provided feedback and improvements
- * Worked with creative head and programmers to meet technical considerations
- * Collaborated with level designers on spatial requirements, layouts, gameplay
- * Oversaw junior artists and designers to produce 3D assets
- * Ensured consistency of visuals across game worlds/levels
- * Developed schedules and plans for art and asset integration

● OWN's Queen Sugar S5 :

Covid Compliance Team

New Orleans, LA September 2020- Dec 2020

● OWN's Queen Sugar S5 :

Art Assistant/Graphics

New Orleans, LA January 2020- March 2020

- * Worked with Art Director and Production Designer to understand graphic design needs
- * Designed in-world signage, documents, packaging, labels, artwork for scenes
- * Conveyed graphic ideas through sketches, mock-ups, presentation boards
- * Presented graphic options to departments for feedback and revisions
- * Produced final print-ready files for sign fabrication
- * Collaborated with Set Dec crew to install completed signage/artwork

● OWN's Queen Sugar S4 :

Art Assistant/Graphics

New Orleans, LA February- July 2019

- * Worked with Art Director and Production Designer to understand graphic design needs
- * Designed in-world signage, documents, packaging, labels, artwork for scenes
- * Conveyed graphic ideas through sketches, mock-ups, presentation boards
- * Presented graphic options to departments for feedback and revisions
- * Researched historically accurate visual references/details
- * Produced final print-ready files for sign fabrication
- * Collaborated with Set Dec crew to install completed signage/artwork

● Alex Chilton Documentary:

Animator/ Illustrator

Remote May 2020- September 2020

● Marvel's Cloak and Dagger:

Art Assistant/Graphics

New Orleans, LA August 2018- February 2019

- * Worked with Art Director and Production Designer to understand graphic design needs
- * Designed in-world signage, documents, packaging, labels, artwork for scenes
- * Ensured designed assets were consistent with production's creative direction
- * Conveyed graphic ideas through sketches, mock-ups, presentation boards
- * Presented graphic options to departments for feedback/ revisions
- * Produced final print-ready files for fabrication