Sophia Bahia

Art Director

Contact

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in linkedin.com/in/sophia-bahia

Skills

- Schedule and meeting planning
- Identify and break down priorities
- Communicative
- Flexible
- Enthusiastic
- Organized
- Photoshop, Illustrator, and After Effects
- Toon Boom (Harmony and Storyboard Pro)
- Google Suite

Languagues

- English (Fluent) TOEFL iBT - 109/120 (2023)
- Portuguese (Native)
- Spanish (Basic)

Education Background

● Bachelor's in Animation

UFSC - Federal University of Santa Catarina (Florianópolis, Brazil)

2018 - 2022

● Summer Fashion Lab Program

LIM College (New York City, USA)

2016

● Holistic Storytelling, Narrative Magick, Design Logic, Crafting Thematic Arcs

Story Medium (online, USA)

2023 - 2024

Publications

- The History of Animation - 2021 (375 pp.). [ISBN 9786555177145]

About

With 5 years of experience, I **bring storytelling to art direction**, emphasising the core of each story. I'm versatile, always eager to learn and develop new styles and **embrace challenges as an opportunity for growth.** I've also studied storytelling, fashion design, and sustainable creative practices.

Professional Experience

52 Animation Studio | Lead Character Design & Line Producer
2023 – Present

- Did research, concept studies, and **defined the character style** for the show
- Worked closely with the director & storyboard supervisor, **assessing the scope**
- **Analysed scripts** to determine key characters, props and sets
- Oversaw all character and prop design, doing **draw-overs, giving feedback,** and **revising files** before handing it over to the director for final approving
- Responsible for a **fast-paced** production with over 100 people, delivering 250 assets every 3 weeks for the 2D cut-out animation of the 11-min episodes
- Balanced **short-term necessities** and the **long-term objective**
- Kept tabs on the artist's ideas, **identifying trends** in the production and team

52 Animation Studio | Character Designer
2022 – 2023

- Designed characters that could be **easily animated, identifiable, and customized** for a preschool show, with fast-paced production
- Personally **designed over 150 assets and characters in 1 month**

52 Animation Studio | Background Artist & Lead Character Designer
2022

- **Collaborated on researching, designing** animated characters, and **engaging with clients** to develop several avatars **defining their visual style**.
- In a fast-paced environment illustrated backgrounds for **Rick and Morty**
- Did full design from sketching, revisions, and the final product

Space Misadventures | Background & Prop Artist
2021

- Collaborated closely with the art director to **design and worldbuild** the futuristic elements of the world, both backgrounds and props

Original Animations

Windows | 2022 (first version finished in 2019)

- Designed the characters, using **shape and colour theory to showcase the differences and evolutions** of the protagonists throughout the 7-min film
- As **art director**, made **callout sheets,** to help the animators **keep in model** and do the secondary animation for hair and clothing

Impostor Syndrome | 2021

- **Developed a design style** and animation techniques that allowed a 3-person team tp make the 2-min film in 2 weeks, with me doing all of the key animation