



SARAH MILLS

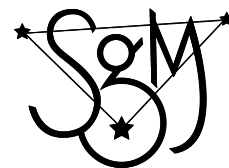
Illustration Lead
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Sarah Mills

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UTC-05:00

CV dated March 2022. Please reach out for the most current version.



Principal Artist (Unannounced Film Project) | 2021 - Present

Client contact available upon request.

Principal artist on an unannounced film project. Work involves full production of illustrated segments to be processed in After Effects by an editor/ animator.

My responsibilities include: art direction, storyboarding, color and light design, character and environment design, and final paint.

Key Art Concept Artist | 2021 - Present

[INSP](#)

Develop concept sketches for key art/marketing material for INSP-produced movies and TV series. My work involves interpreting a brief and script into between 5-10 compositions that reflect the film as a whole. The sketch concepts are then used to pitch to executives, direct talent on the shoot, and aid the creative team in compositing the final key art.

Contract Artist | 2020 - 2022

[CzePeku Battlemaps](#)

Work on contract to develop sketches and environment concepts into expansive top-down maps for use in TTRPG. Map files are structured to be easily editable to produce recolored versions and day/night/special weather scenes, as well as exporting individual elements as their own asset.

Illustration Lead | 2019 - 2021

[Dogs BOND Game](#)

I'm wholly responsible for all illustration assets needed for the Dogs BOND game, including developing the art direction, character designs, all card and character art, marketing assets, some design elements and web assets; as well as preparing my work for print. I also consult on Graphic Design.

Art & Illustration Content Writer | 2018 - 2019

[Etchr Lab](#)

I produced multiple articles, social posts, marketing copy, and Kickstarter video scripts for Etchr Lab, a premium art supplies brand, using my expertise as a career artist. My posts on lifetime learning, self-teaching, and creative block were used to build community for their audience of hobbyists and professionals.

Art Instructor & Content Producer | 2016 - 2018

[The Oatley Academy of Visual Storytelling](#)

I wore almost every hat there was to wear at the Academy, with both behind-the-scenes and hands-on work with students. The role called on my expertise in Photoshop, digital painting, composition, and color; as well as my thoughts in self-teaching and lifetime learning.

The Academy operated fully remotely across a 12 hour time zone gap. We coordinated workshops, mentorships, podcasts, and self-led courses as a team of five.

- Taught digital painting in Photoshop in a virtual classroom.
- Hosted live lectures for students and recorded podcast segments.
- Wrote lesson plans, outlines, and scripts for educational art content.
- Wrote and published social content for all the Academy's social profiles.
- Responsible for coordinating coaching sessions among 10 coaches and hundreds of students.

Graphics, Merch & Video Asset Developer | 2012 - 2016

[Geekiarchy](#) (defunct), Not Literally Productions (defunct)

The only visual artist on the team, I was solely responsible for creating art-centric web content (video, tutorials, articles); as well as any visual assets needed on other web series or one-off productions.

Developed merchandise (shirts, mugs, stickers, promo posters, etc;), prop design ("Star Trek" style decals for screens, labels for prop Butterbeer bottles, etc;) logos for various web series, general-use web graphics, and web design.