

# Sarah Sung.

## ILLUSTRATION + DESIGN

<http://sarah-sung.com>  
[hello.sarahsung@gmail.com](mailto:hello.sarahsung@gmail.com)  
949.230.0842

## Education.

### MARYLAND INSTITUTE COLLEGE OF ART (MICA) - Baltimore, MD

2017 May, BFA in Illustration (Magna Cum Laude)

### ARTS UNIVERSITY OF BOURNEMOUTH - Poole, Dorset, United Kingdom

January 2016 - May 2016, Semester Exchange Program: Modelmaking for Design and Media

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## Experience.

### Osmo Palo Alto, CA.

#### Book Art Lead December 2020 - Present

Lead the book illustration effort of 72+ hardware books for Osmo Reading Adventure. Create a seamless pipeline to onboard 33+ freelance illustrators. Created a book illustration management process and grew a small team of book managers. Worked along side the hardware team to review print proof, as well as collaborated with the vision engineer team to design book pages compatible with the digital app. Also designed the exterior and interior of the book series and the wand hardware box.

#### Artist/Designer March 2018 - January 2020

(Involved simultaneously across the marketing and product departments as a generalist.)

**Product** - worked as a core game artist for Osmo Reading Adventure and Detective Agency, and a supporting artist for Little Genius. Created art and design for physical game hardware as well as digital game assets, explored early concept to guide product direction, set up key poses for character animations, designed UI art, provided supplementary animations in Spine, and occasionally supported design directly in Unity.

**Marketing** - created the visual world of Osmo's brand illustration, worked collaboratively with the design team on multiple marketing campaigns and photoshoots, designed a wide range of visual collateral (digital/print ads, social media assets, event brochures, and influencer materials), and was involved in the packaging design 2019 refresh in collaboration with the design team.

#### UI Artist (Contract) August 2017 - March 2018

Worked as a UI artist for Hot Wheels™ MindRacers. Illustrated an expansive and unique level selection map, created hero illustrations for each Hot Wheels™ car character, and worked on various UI design game screens in collaboration with the UX designer.

#### Illustration/Design Intern June 2016 - August 2016

Designed customizable profile avatars for the kid-facing side of MyOsmo accounts and animated the mockup of the avatar selection flow screen. Also worked on various art and design tasks, including securing a location for the 2016 media kit photoshoot.

### ABCKidTV (now Cocomelon) Irvine, CA.

#### Visual Development Intern June 2014 - August 2014

Storyboard, character design, environment illustration, and 2d puppet creation for nursery rhyme videos.

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## Clients.

### Habbi Habbi

Illustrated prints and a set of 3 chalk murals for the Stanford Shopping Center popup store. Book design and layout for the Habbi Habbi book series. Picture book illustrations for 4 books.

### Sesame Workshop

Illustrations and animations for website. ([playtestwithkids.org](http://playtestwithkids.org))

### LogDNA

Hackathon event illustration.

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## Programs.

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe After Effects
- Spine (Esoteric)
- Procreate

## Skills.

- Visual Development
- Game Art
- Character Design
- UI Art/Design
- Picture Book Illustration
- Graphic Design

## Awards and Honors.

### THE CHAIRS AWARD - NOMINATION 2017

Nominated by Illustration Department Chair and Faculty

### MICA's DEAN'S LIST 2013 - 2017

### SCHOLARSHIPS 2013 - 2017

Jachman/Myerberg Merit Scholarship (MICA)

Trustee Scholarship (MICA)

Thalheimer Scholarship (MICA)

Academic Achievement Award (MICA)