

Samia Goodwyn

Concept Artist and Illustrator

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United States

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LINKS [LinkedIn](#), [Portfolio](#)

PROFILE

- Dedicated Visual Artist with a decorated background in a variety of artistic mediums. Adept at working independently and collaboratively on projects, and committed to achieving visual innovation and beauty, bringing forth the ability to work well with others and utilize my art skills to visually enhance projects.
- Diligent and dedicated in Graphic Designing, Character Designing, Freehand Illustrating, Concept Art, and Motion Graphic Design, and Storyboarding.
- Knowledge with pixel art and pixel animations as well as short 2D animating and clean-up.
- Highly skilled with color theory, multitasking, enhancing creative ideas, and communication involving working with others to create visual work from verbal ideas.
- Strengthening current skills with 3D Art, and 2D animating.

EMPLOYMENT HISTORY

Nov 2022 — Present
Montgomery, Alabama

Graphic Design Specialist at Alabama Commission on Higher Education - Contract

- Decision making for social media advertisements to promote brand.
- Create and map graphic materials for the use of the marketing department.
- Offer design solutions that effectively solved problems and enhanced advertising goals.
- Oversaw all aspects of design and development, and offered design solutions when necessary

Nov 2023 — Present

Storyboard Artist at Engaj Media - Internship

- Creating visuals and story boards for each project that is given.
- Collaborating with other storyboard artists for marketing advertisement visuals for each client.
- Compelling visual ideas for camera pacing, scene direction, and theme for each project given.

Nov 2022 — Jul 2023
Millersville, Maryland

2D Concept Artist/2D Learning Instructor at Digital Scorpion Interactive - Internship

- Reported to lead for design decisions, sketching progress, and concept ideas.
- Utilized various tools and software for best outcomes regarding artwork.
- Ensured that the visions of the director and narrative were carried out through production.
- Assisted other artists and coders with day-to-day tasks to ensure work and communication went smoothly.
- Created and managed 2D assets in accordance with scope of work.
- Taught character concept art lessons for those who wished to educate themselves with the field.
- Produced pixel art and pixel animation for video game mechanics.

Jul 2022 — Nov 2022

San Francisco, California

Design Director at A.N. Publishing - Internship

- Head designer in charge of layouts for magazine, media kits, and branding.
- Worked with editors, writers, and founder with ideas that contain the magazine.
- Made decision making with the company to provide substantial finished design work.
- Edited photos, videos, and provide ideal visionary for projects.
- Motion graphic designing for advertisements and social media marketing.
- Conducted research on the latest trends and products in the design industry, resulting in a cutting-edge design for the project

EDUCATION

Jan 2018 — May 2022

Montgomery, Alabama

Auburn University at Montgomery

Fine Arts

- Acquired BFA as a Cum Laud.
- Dean's List (Spring '18, Fall '19, Spring '20, Spring '21)
- Invited and became a member of Phi Kappa Phi Honor Society (2021)
 - National Honor Society at SUA (2014)

Portfolio Link

<https://ruvicstellar.com>