

Sarah Will

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A game designer and artist with 11 years experience in the industry, credited on over forty public and private game and app titles.

Skills

- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere
- Adobe After FX
- 3D Studio Max
- 2D and 3D Animation
- Motion Graphics
- Microsoft Office/Google

Work History

Game Designer

Simcoach Games – Pittsburgh, PA

Nov 2012 to Present

- Lead designer on Dig In! An Excavator Game
- Lead artist and designer for the BiblioTech series (CityHacks: In Search of Sleep, Rebound: Beating Concussions, Jady's Journey to Health: Life with a New Liver, and Sierra's Journey to Health: Life with a New Liver)
- Lead designer for Booeys: A Journey Home
- Lead artist and designer for Police Professionalism: Noble Cause
- Lead artist and designer for Crimson Dilemma
- Worked with a small team to produce over forty titles since starting with the company

Lead Artist

Electric Owl Studios – Pittsburgh, PA

Jan 2008 to May 2012

- Created levels and characters for the K.I.C.K. touchscreen kiosks
- Worked efficiently in a small, close team to accomplish project goals
- Attended conferences to promote the K.I.C.K.

Contract Artist

McKenzie Illustration

May 2008 to May 2015

- Created medical illustrations, 2D and 3D animations for several projects included those featured on the Oprah Winfrey Show, ESPN, and Nightline
- Illustrated the children's book *The Amazing Chase* by Steve Wize
- Co-illustrated the book *New Eyes* by Steve Treu

The Partnership in Education

Aug 2017 to Mar 2018

- Created illustrations, 2D animations and motion graphics for the organization's online curriculum
- Worked with the website's content creators to redesign the visual aspects of the curriculum to unify the art style and ensure the clarity of the content

Education

Bachelors Degree of Science in Media Arts and Animation

Graduated Dec 2007

The Art Institute of Pittsburgh – Pittsburgh, PA