

SARA GIANASSI-RESUME

Concept Artist, Illustrator and Visual Designer



Date of Birth: 04/03/1984

Home Address: Via degli Ubaldini 16, 50038 - Scarperia (FLORENCE), ITALY

Tel: +39 333 2060142

E-mail: sara.gianassi84@gmail.com

PORTFOLIO: <https://www.saragianassi.com/portfolio/>

LINKEDIN: <https://www.linkedin.com/in/sara-gianassi-33b7603a/>

WEBSITE: <https://www.saragianassi.com/>

INSTAGRAM: https://www.instagram.com/sara_gianassi_art/

ASTOUND: <https://astound.us/publishing/sara-gianassi>

BLOG: <https://saragiana84.blogspot.com/>

WORK EXPERIENCE

Actually working as middle grade's book and children's book freelance Illustrator.

September 2024 - October 2025

SENIOR BACKGROUND PAINTER at STUDIO SOUZA for the TV Series "Ewilan's Quest" (in collaboration with Andarta Pictures)

November 2023 - August 2024

SENIOR CONCEPT ARTIST at Lightbox Animation Studios for the TBC feature Animation Movie

November 2022 - November 2023

SENIOR BACKGROUND PAINTER and **LAYOUT ARTIST** at STUDIO SOUZA for the feature 2D Animation Movie "Valemon"

January 2020 - April 2021

SENIOR CONCEPT ARTIST AND COLOR KEY ARTIST at Lightbox Animation Studios” for the feature film “Tadeo Jones III”

September 2019 - November 2019

CHARACTER LAYOUT ARTIST at Flying Bark Productions for the Monkie Kid (Lego) Series

March 2019 - June 2019

LAYOUT ARTIST for Disney TV series “101 Dalmatian Street” at Passion Picture, London

2014 - Currently working here

Freelance Children's and Middle Grade Books Illustrator.

Clients: Ceaco, Disney, Usborne, Harper Collins, Running Press, Hachette Group, Penguin Random House, Scholastic, Simon & Schuster (Aladdin Books), Cambridge University Press, Oxford University Press, Art Brabdt Studios, Sourcebooks, Macmillan Children's publishing Group, Cottage Door Press, Starry Forest Group, Bayard-Jeunesse, Lifeway B&H Publishing House, Parragon, American Girl, Nuinui, Raffaello Editrice, Rusconi, Rizzoli-Mondadori, Teatrlandia, Studio AE.DS

2014 - 2019

Teacher at NEMO ACADEMY School in Florence. Environment and characters Layout, Fundamentals of drawing, Digital Painting

July 2015 – June 2017

Texture Artist and Visual Artist for **Neko Production**, animation studio in Los Angeles

March-July 2014

Layout Artist for **Cartobaleno**- Scarperia (Florence), Italy

2008 -2011

Textile Designer, graphic designer, advertising designer, shop window designer, packaging designer and modeller clothing at **PRATESI CASATEX srl**, Casalguidi, Pistoia, ITALY

2011

Modeller Clothing, Tailor, Clothing Corrections at **MATTEO PECCHIOLI AND FLORA LASTRAIOLI sas**, FLORENCE (ITALY)

2006

Tailor and Designer for Theatrical Costumes at **SARTORIA TEATRALE FIORENTINA** di Massimo Poli, FLORENCE, ITALY

2004

Costume Designer at the **THEATRE OF MAGGIO MUSICALE FIORENTINO**, FLORENCE., in collaboration with the University of Florence, for the performance "IL RE BELLO", written by A. Palazzeschi, direction by Master De Simone.

EDUCATION

2017

CONCEPT DESIGN ACADEMY, Pasadena, "Visual Development Art" summer course with Assaf Horowitz

2013

CGMA Master Class, "ENVIRONMENT SKETCHING for Production" online course, with Armand Serrano and Sam Michlap

2010 - 2013

"ENTERTAINMENT DESIGN" at NEMO Academy School, FLORENCE, ITALY

"Nemo Academy TALENT Scholarship" 2012 - 2013

2011 - 2013

Workshops and Masters of:

- "Cinematic Set Design" with Samuel Michlap (2017)
- Character Design with Stephen Silver (2011)
- Animation and VFX Production Pipeline with Robin A. Linn (2011)
- Character Design and Storyboard with J.P.Vine
- Character animation and Storyboard with Alex Orelle and Liron Topaz (2012)
- Illustration and Visual Development Art with Lindsay Olivares (2012)
- Illustration and Character Design with Bobby Chiu and Kei Acedera (2012)
- 2D Animation with Yoichi Kotabe and Takashi Namiki (2012)
- Matte Painting with Raphael Lacoste at Lucca Comics and Games (2012)
- Character Design and Animation with Sandro Cleuzo (2013)
- Character Animation with Victor Navone (2013)
- Creature animation and Gesture Pose with Anthony Jones and Louis Gonzales (2013)

2011 - 2012

Professional Course of MODELLER CLOTHING, at Angela Vaggi Tei School, PRATO, ITALY

2004 - 2005

ERASMUS Scholarship at the "Centro Superior de Diseño de Moda de Madrid", Polytechnic University of Madrid

2003 - 2007

DEGREE WITH HONOURS on "Costume and Scenic Design", at the Architecture University of Florence, ITALY

2005 - 2007

School of Nude, Florence School of Fine Arts, FLORENCE, ITALY

2006 - 2007

Course of Sculpture by Master Vincenzo Ventimiglia, professor at Academy of Fine Arts of Florence

1998 - 2003

High School Diploma at "Liceo Scientifico Giotto Ulivi", Borgo San Lorenzo, FLORENCE

1998 - 2005

Courses of Drawing, Traditional Painting and Fresco with Master Massimo Callossi, student of Pietro Annigoni, FLORENCE

HONORS

2013 **TALENT** SCHOLARSHIP Award at NEMO Academy
2012 **TALENT** SCHOLARSHIP Award at NEMO Academy
2004 **ERASMUS** SCHOLARSHIP at Universidad Politecnica de Madrid

KNOWN SOFTWARES AND LANGUAGES

Proficient in **Adobe PHOTOSHOP**,
Basic knowledge of **Harmony** , **Storyboard Pro**, **Adobe FLASH** and **Corel PAINTER**

ITALIAN: Native
ENGLISH: Competent
SPANISH: Competent

PERSONAL SKILLS AND COMPETENCES

- **Costume Designer** for the musicals acting company "Compagnia delle formiche" of Scarperia
Shows performed: "Beauty and the beast"; "Add a place at the table"; "Mary Poppins"
- **Reinassence Costume Designer** for the participants of the historical parade of Scarperia, Florence