

Liana Sposto

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work & experience

FREELANCE ILLUSTRATOR, COMIC BOOK ARTIST, & GRAPHIC DESIGNER

- **Rip Media - Illustrator, Animator, & Storyboard Artist**
(2016 – PRESENT)
Work for whiteboard-style and explainer videos & motion graphics. Clients: LexisNexis, Cepheid, NYSEDA, Apex Learning, Velocify
- **Comic Book Artist - *The Adventures of the Ranger Scouts*** (2018 – 2019)
- **Koreatown Immigrant Workers Alliance - Freelance Graphic Designer & Illustrator** (2018)
- **Sketchy Medical - Illustrator** (2017 – 2018)
Illustrations for medical school explainer videos.
- **Ryman Arts - Graphic Designer** (2010 – 2018)
- **Fremantle Media - Freelance Illustrator** (2017)
- **Inspirational Productions - Storyboard Artist & Matte Painter** (2015)
- **Hollow Tree Entertainment - Comic Book Illustrator & Graphic Designer** (2013 – 2015)

GOLDEN HIPPO MEDIA

Whiteboard Illustrator & Animator, Graphic Designer

(NOVEMBER 2015 – MAY 2016)

Animator/illustrator for whiteboard-style advertisement videos. Graphic designer for branding for company products.

RYMAN ARTS PROGRAM

Teaching assistant

(SEPTEMBER 2010 – 2015)

Archiving of student work and aiding teachers with class setup

USC SPECTRUM

Graphic Designer

(MAY 2012 – AUGUST 2013)

Print and digital event design, including posters, T-shirts, books and flyers, event assets.

USC VITERBI SCHOOL OF ENGINEERING

EXTERNAL RELATIONS

Graphic Designer

(SEPTEMBER 2011 – AUGUST 2012)

Print, digital design, and motion graphics for USC Viterbi School of Engineering.

education

CONCEPT DESIGN ACADEMY

Pasadena, CA. FALL 2015

Intro to Story Development, Louie Del Carmen

RAD SECHRIST HOW TO SCHOOL

FALL 2015

Storyboarding for Feature Animation

UNIVERSITY OF SOUTHERN CALIFORNIA,

Los Angeles, CA. 2009 – 2013

Bachelor of Art, Fine Arts (Graphic design, painting)

Minor in East Asian Languages and Cultures

CALIFORNIA STATE SUMMER SCHOOL FOR THE ARTS (CSSSA, INNERSPARK)

Valencia, CA. 2009

Animation major.

RYMAN ARTS

Los Angeles, CA. 2008 – 2009

Three-semester program of traditional fine arts education.

skills

- Expert in Adobe Photoshop, Illustrator, InDesign, Animate CC (Flash), Dreamweaver
- Familiar with Adobe AfterEffects & Premiere, Storyboard Pro, Maya, Blender,
- HTML / CSS
- 2D animation
- Mac and PC operating systems
- Wacom Cintiq
- Expert Microsoft Office, esp. Word, Excel, Powerpoint
- Spanish language (advanced conversational)
- Chinese language (conversational)
- Japanese language (beginner)

achievements & awards

ROCK, PAPER, SHOTGUN FEATURE

for *Mango Blue* (2015).

“BEST COUCH WITH FRIENDS” FINALIST

KILL SCREEN DAILY “CREATE” GAME JAM

for *Beat Bros* (2013).

INDIEGAMES.COM AND INDIESTATIK.COM FEATURE

for *Isopark* (2013).

KOTAKU.COM AND DESTRUCTOID.COM FEATURE

for *#Snake2* (2012).