

Arianna Jones

VISUAL DEVELOPMENT ILLUSTRATION

theanimator@gmail.com · <https://www.theanimator.com/>

An illustrator specializing in visual development and design. Skilled in both digital and traditional media, I bring imaginative concepts to life through capturing character moments in key scenes, backgrounds and storyboarding. I thrive in collaborative environments and embrace feedback to enhance my work. Passionate about crafting engaging visuals that resonate with audiences, I'm eager to contribute my skills to productions.

EDUCATION

ArtCenter College of Design

Bachelor of Fine Art in Illustration, focus in Entertainment Arts

April 2026

Collin Community College

Associates of Applied Science, focus in Animation and Game Art

May 2022

WORK EXPERIENCE

Pasadena Childrens Library - Work Study

Project manager at the Pasadena Children's Library. Designing crafts, displays and presentations for city events.

Jan 2023 - Present

Teaching Assistant - ArtCenter College of Design

Project manager at the Pasadena Children's Library. Designing crafts, displays and presentations for city events.

May 2024 - May 2025

Front Desk Monitor - Wylie Recreation Center

Checking customers into the facility and signing them up for memberships and classes, answering questions and aiding customers, setting up and taking down equipment, and directing Arts & Crafts events during Game time.

Sep 2022 - April 2023

PROJECTS

Savannah's Wild Summer - Final Grad Project - ArtCenter

Senior visual development project "Savannah's Wild Summer" follows the offbeat adventures of 13 year-old Savannah, city girl who is reluctantly sent to a small rural town to spend the summer. I brought this project to life by sketching character designs, backgrounds layout drawings and 3 keyscenes.

May 2026

Jackie Robinson Presentation - City of Pasadena

Illustrative PowerPoint showcasing the career of Jackie Robinson and his impact on the city of Pasadena.

Jan 2026

SKILLS

Childrens Entertainment Illustrations, Kidlit, Visual Development, World-building, Storyboarding, Character design, Prop Design, Project Management.

Software

Adobe: Photoshop; Illustrator; In-design; After Effects
Maya; Procreate; Clip Studio Paint; Storyboard Pro

AWARDS AND RECOGNITIONS

Hillside Art Gallery Fall 2024 - ArtCenter College of Design