

EMILY SANTOSO

VISUAL DEVELOPMENT & ILLUSTRATION

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SKILLS & ABILITIES

- Hardworking and creative
- Team oriented
- Organized
- Background design
- Layouts
- Visual Development

SOFTWARE

- Adobe Photoshop
- Clip Studio Paint
- Procreate
- Autodesk Maya
- Blender
- StoryboardPro
- SketchUp

HONORS & AWARDS

2023 - 2024

- ArtCenter Provost's List: 6 Terms in a Row

2022

- Scholastic Arts & Writing Competition: Gold & Silver Key Awards for Art
- Visual Arts Scholastic Event (VASE): Highest Score Receiver
- National Honor Society Member

2021

- Scholastic Arts & Writing Competition: Honorable Mention for Art
- Texas State Fair Creative Arts Contest: 3rd Place Junior Award in Oil Paint Landscape
- Visual Arts Scholastic Event (VASE): Highest Score Receiver

EDUCATION

ArtCenter College of Design | Pasadena, CA

Illustration Major in the Entertainment Arts Track - April 2026

WORK EXPERIENCES

Anime Impulse Artist Alley Artist (Fall 2023 - Current)

Designing marketable prints, charms, and stickers for retail purposes at various conventions and art markets.

- Events: Anime Impulse Los Angeles, Anime Impulse Orange County, Anime Impulse Bay Area, Anime Impulse Dallas
- Anime Pasadena

ArtCenter Teacher's Assistant (Spring 2024 - Current)

Assisted in **Design 2** (Maura Bendett), **Dynamic Sketching** (Charles Hu) **Portfolio Development Lab + Entertainment Strategies** (Dawn Yamazi)

- Organized class materials to ensure smooth operations and fostered a professional, supportive learning environment through effective communication with both students and faculty
- Provided critiques and drawovers to ensure student's improvements
- Enhanced communication skills through collaboration with multiple professors

Prop + Background Designer (Spring 2025 - Current) | Student Film Mahika? Musika

Working alongside director to create a **cohesive style guide** for other student volunteers on the project. Assisted in beginning storyboards.

Background Painter | Yokai Apartment - (Summer 2025)

Assisted in designing layouts and painting backgrounds for student film trailer based off the storyboard.

PROJECTS

ArtCenter Mentorship Program - (Fall 2025 - Current)

Accepted into the ArtCenter Mentorship Program to connect to a visual development mentor (Karen Han) in the Industry and creating a personal project with their assistance.

Cadenza | Visual Development Project - (Fall 2025 - Current)

Created original IP for a feature film pitch and built the world from scratch based on real world references. Created 3 characters, a color script, and several key scene frames for the main story.

- Explored color, material, and finished variations in accordance with user research and user experience results to determine ideal final product components
- Conducted user research on target product demographic to understand needs; applied research to ideation sketches using Adobe Photoshop.

Between the Pixels VisDev Project - Term 6 (Spring 2025)

Created original IP based on a story prompt and designed 2 characters, 1 prop, and painted 3 keyscenes from this story.

- Utilized colors and lighting to tell a short story within 3 keyframes taking professor's critique into account to emphasize the story better.