



Malia Carroll

concept artist

CONTACT

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EDUCATION

Savannah College of Art and Design
Bachelor of Fine Arts | Animation
Concentration in Concept Design
August 2017- May 2021
Graduated with Cum Laude Honors

SKILLS

Highly Adaptable
Readily Collaborative
Excels in Demanding Environments
Innovative Storyteller

Technical:

Art Direction
Project Management
Environment and Prop Design
Digital Painting
Character Design
Storyboarding
3D Modeling
3D Layout
Traditional Fine Art
Scriptwriting
Music Composer
Instrumentalist

Software:

Adobe Photoshop
Adobe Illustrator
Adobe Indesign
Adobe After Effects
Storyboard Pro
Harmony
Autodesk Maya
Substance Painter
Shotgrid Studio
Final Draft
Sibelius
FL Studio
Google Suite
Microsoft Office Suite

ORGANIZATIONS

Asians in Animation (AIA)
Member | October 2021 - Present
ASIFA-South (ASIFA)
Member | September 2021 - Present
LatinX in Animation (LXiA)
Member | May 2021 - Present
ASIFA-Hollywood (ASIFA)
Member | November 2020 - Present
Women in Animation (WIA)
Member | August 2020 - Present

WORK EXPERIENCE

T'sarE! Entertainment

Concept Artist Intern | October 2021 - November 2021

- Designed 2D backgrounds and other environment assets for the level development of a 3D-platform video game
- Attended meetings and effectively collaborated and communicated updates to team leads and marketing, coding, modeling, audio, animation and other concept art crew

Dial the Dice

Concept Artist | October 2021 - Present

- Designed a variety of background, character, icon and layout concept art for the development of three tabletop games
- Attended meetings and effectively collaborated and communicated updates to game mechanics team on a day-to-day basis

Anime Board Games

Lead Concept Artist and Graphic Designer | July 2021 - Present

- Designed 2D characters, backgrounds, props and other environmental assets in order to further the development of a tabletop game, manga and anime
- Created company branding material and merchandise to advance the company's growing identity
- Attended meetings and effectively communicated updates to team on a day-to-day basis

Savannah College of Art and Design

Community Assistant | August 2019 - June 2021

- Mentored a staff of 19 peer professionals in a fast-paced environment to ensure the academic, artistic and personal success of the university's upper and underclassmen population

FILM WORKS

The Boy Who Laughed at Rain | Director Peterson Muldoon

Producer | June 2020 - June 2021

- Led a crew of artists through the planning and execution stages of an animated short film
- Communicated critical information including assignment deadlines
- Designed and implemented a production schedule
- Created character, prop and environment concept designs
- Created layouts based on storyboards
- Composed an original musical score for the animatic of the film

Mr. Hamboni | Director Andy Ortis

Concept Designer, Layout Artist, Script Writer, Music Composer | June 2020- August 2020

- Created character, prop and environment concept designs
- Created layouts based on storyboards
- Wrote an original script and composed an original musical score for the short film
- Collaborated with a crew through the planning and execution stages of an animated short film

AWARDS

London International Monthly Film Festival | Honorable Mention

The Boy who Laughed at Rain | Director Peterson Muldoon | October 2021
· Producer, Concept, Layout and Clean-Up artist for film

Auber International Film Festival | Official Selection

The Boy who Laughed at Rain | Director Peterson Muldoon | June 2021
· Producer, Concept, Layout and Clean-Up artist for film

Coca Cola Refreshing Films Competition First Place Finalist

Visual Effects Concept Artist | December 2019

- Developed magical components based on storyboards
- Collaborated with a team of over 60 artists to create a Coca Cola Regal commercial

Walt Disney Imagineering Competition Semi-Finalist

Concept Artist and 3D Modler | December 2019

- Collaborated with a team to create "Tempus" an iconic installation honoring the past and creating a vision for the future of Savannah
- Modeled, textured and lit 3D renders of the installation