

SARA ASTOLFI - Visual Development Artist

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EXPERIENCE

SKILLS

- ◆ Proficiency with Adobe Photoshop, Google and Microsoft Suites
- ◆ Detail and goal oriented
- ◆ Fast and eager learner
- ◆ Great at taking initiative
- ◆ Great at working in teams and adaptability
- ◆ Project management
- ◆ Great communication and organizational /time management skills

Lead Character Designer | Unreleased | Independent Project | Remote

11.2025 - CURRENT

Currently taking part in the early stages of character design for a project from the director and the team behind the indie project "Tóraíocht".

Co-director, Background, Prop and Character Designer | "Honeyrush" – PugBites Studio | Independent Project | Remote

08.2024 - CURRENT

Currently taking part in the production of a 2D independent short movie I'm co-directing with some colleagues as a character, prop and background designer; getting to experience what it's like to work on and coordinate a full production in all its aspects, refining my organizational skills, learning how to be a great communicator and problem-solver, facing and overcoming the challenges to keep a fast paced and efficient workflow.

Character and Costume Designer | "Echo" – NEMO Academy | Student Project | In Studio

07.2024 – 08.2024

Took part in the production of the 2D animated short "Echo" as part of the "Animando" 2024 masterclass held by NEMO Academy. Worked mainly as a costume and character designer, but also helped out in the props and background department. Worked as the principal costume designer for the whole cast, exploring fashion from different time periods for people of different ages and genders. Worked on model sheets and references for the other designers and animators, following art direction while also bringing my own point of view.

Art direction: Chris Sauvé, Sandro Cleuzo, John Nevarez, Luca Chiarotti, Andrea Mancini.

Sales Assistant in various establishments | Full-Time

08.2021 – 10.2021 | 06.2022 – 09.2022 | 03.2025 – CURRENT

Worked as a sales assistant in different establishments. Learned how to work better in teams, resolve issues in a quick and efficient way and work in a fast-paced environment.

EDUCATION

"This is Animation" Sony Animation and Yellowbrick Online Course

05.2025 – 12.2025

Attended an online course by Sony Animation about the animation production process.

Italian	Native
English	C2
Spanish	B1
French	A2

Degree in Entertainment Design | NEMO Academy

10.2021 – 08.2024

Graduated with a degree in Entertainment Design with a focus in illustration and was selected to work on the "Animando" masterclass to work on the production of a short-animated movie.

Workshops with industry professionals | NEMO Academy

10.2021 – 09.2024

Attended different workshops with various animation and illustration industry professionals, such as: Tom Bancroft, James Baxter, Genndy Tartakovsky, Tomm Moore, Chris Sauvé, Davide Calì, Sandro Cleuzo, Florian Satzinger, Lindsey Olivares, Peter Emmerich, Aurelien Predal, JP Vine, Carlos Grangel, Ernie Gilbert, John Harris, John Nevarez, Gianluca Folì, Robin Linn, Nicola Saviori.

Diploma in International Marketing Relations | Paolini-Cassiano institute

09.2016 – 07.2021