



MARYAM SEFATI
Glendale, California
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maryamsefati.com

ARTISTIC STATEMENT

Visual Development artist, Designer, and Illustrator

Skills

- Traditional illustration .Skills include gouache, watercolor, and oil painting
- Digital art .Professionally skilled in Adobe Photoshop, Adobe Illustrator, and Adobe Flash
- Sculpting

RELEVANT WORK EXPERIENCE

Warner Bros Animation Studio
Background Designer December 2014-Peresent

Disney Interactive
Concept artist Intern October 2014 -December 2014

Kabam
Working as Marketing Illustrator July 2013 – October 2014

The Mother Company
Working as a background artist and Character Designer December 2012 - May 2015
"The Sympathy" episode, "The safety "episode, "the Siblings" Episode

Flatter Than Earth
Working as Visual development artist February 2013 – May 2013
"Puppet Quest" computer game

Tebian Institute- Iran
Working as a background artist February 2010-Jun 2010
"MOUNTINEER" COMPUTER GAME"

Sayareye Narengi (Tangerine studio) - Iran
Working as a background artistOctober 2009-January 2010
TV series animations of "HAYATE VAHSH" and "MANI VA NAGHASHIHAYE SARGARDAN"

NAS animation studio- Iran
Working as a concept artist July2008-Spetember 2009
As a member of pre-production department

Karize Parse studio- Iran

Matte Painting Jun 2006-September 2007
Feature film "The KINGDOM OF SOLOMON"

Didar Film Studio- Iran

Designer and concept artist August 2005 – November 2008

Saba animation center- Iran

Concept artist and color key artist August 2004 – March2004
Feature animation film "BATTLE OF ALEXANDER"

Character designing September 2004 – December 2004
Feature animation film "THE PROPHET DANIEL"

HONORS AND AWARDS

First place -CTN Scholarship Contest for CSU Summer Arts-Nickelodeon class
May 2014

Second place for Intermediate Illustration at AAU spring show
Illustration Department of Academy of Art University
May 2013
San Francisco cable car travel poster

Honorable Mention Spring show 2013 AAU for A game "Puppet Quest"
School of Game Design
May 2013
For being concept artist for a game "Puppet Quest"

Barbara Bradley Appreciation AAU spring show 2012
School of illustration
May 2012
For Fable illustration "Sari Gelin"

1st Runner up Award AAU Spring show 2012
AAU School of Illustration May 2012
For Fable illustration "Sari Gelin"

EDUCATION

- Summer art Nickelodeon Class: An Overview from Development to Pitch -Summer 2014
 - CGMA- Environment sketching for production class by Armand Serrano -Spring 2014
 - Illustration-at "Academy of Art University" spring 2014(Not holding degree). California -USA
 - Graduated with Associate of art in costume designing major at "SINCE AND CULTURE" university. Tehran-Iran 2008
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