

# SARAH KLAN

*Animation Director / Designer*

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## PERSONAL STATEMENT

I am a London-based designer / animator looking for freelance or full-time work in a vibrant and creative company. I have 9 years of professional experience and a large range of adaptable skills I'm eager to put to good use. I'm happy working as part of a large team, or being responsible for entire jobs. I'm passionate about creating entertaining animation and designing beautiful visuals.

## EMPLOYMENT HISTORY

### **2014- Present Freelance Animation Director / Designer / AfterEffects Animator**

Clients include Red Karavan, Toast, Ogilvy, Viasat, Mummu, Bespoke Banter and Myriad Global Media

### **2007-2014 Animation Director / 2D Animator / Senior Designer - Squarezero**

During my 7 years at Squarezero, I designed, animated and directed projects for a wide variety of clients such as Disney, Cbeebies, Google and HP. As part of a small award-winning team, I have gained a solid understanding of the whole production process, and really enjoy working with others in a busy studio environment.

The highlight of my time there was having the chance to develop a concept for a childrens series and develop it with Disney. I designed the characters, wrote scripts and animated a trailer which I helped present to over 100 European broadcasters and comissioners at Cartoon Forum. It was a fascinating insight into children's series production, and a hugely rewarding experience for me.

#### **My responsibilities included:**

- Meeting clients to take briefs and communicating with them in a friendly, professional manner throughout production. (We had no producer for nearly a year so I took on this role as well as my usual creative duties)
- Conceptualising ideas, creating innovative and original solutions, whilst adhering to brand guidelines and budget restrictions. I was always working on multiple projects at the same time, so prioritising was important.
- Putting together storyboards to clearly explain ideas and the visual style to clients during the pitching process.
- Writing entertaining and informative scripts to accompany visuals, often based on little information.
- Directing other team members and supervising junior animators to make sure everyone was happy, on brief and on schedule. I had to be very organised and pay attention to detail at all times. It required excellent communication skills and the ability to stay calm under pressure.
- Animating 2D sequences to a high standard ensuring all deadlines are met.
- Directing actors and voiceover artists, and sourcing music and sound effects to add to animated sequences
- Generally getting stuck in with whatever is going on in the studio, be it art directing a live action shoot, doing a voiceover for an infographic or creating props for a stop motion project.

### **2005-2007 Freelance Animator and Illustrator**

Companies worked for include Orange, Sweetworld.tv, Metropolis Studios and Norfolk Constabulary.

I worked as a junior helping the designers and animators by rotoscoping, storyboarding, colouring etc. I used photoshop, aftereffects and flash.

I had a selection of illustrations bought by Orange, and I designed a series of characters for Norfolk Constabulary to use on their website aimed at children.

## SOFTWARE SKILLS

I am very confident with **Photoshop**, and use it on a daily basis to create storyboards and style frames.

I specialise in using **AfterEffects** for 2D animation, plus I have experience using particle systems, rotoscoping, green screen removal and compositing.

I can create vector illustrations in Illustrator, have created basic advert and book layouts in **InDesign**, and have used **Premiere** and **Final cut Pro** for editing.

I animated a trailer for a children's series concept I created using an experimental technique in **Celaction**.

I can animate hand drawn characters frame by frame using **Flash**.

I can build simple **stop motion** puppets and use a rostrum camera.

I have basic knowledge of various **3D** packages, but this is something I am eager to expand my skills in, especially for storyboarding purposes and character creation.

## EDUCATION & QUALIFICATIONS

### • 2013 Pictoplasma Academy

I was one of the first graduates of the new character design course in Berlin. It was a hugely fun and inspirational event, being taught by industry leading artists and encouraged to develop my illustrated characters further. I have just exhibited 2 pieces of work at galleries at the the Pictoplasma Conference 2014.

### • 2002- 2005 Norwich School of Art and Design BA (Hons) Graphic Design 2.1

Modules included : Photography, Publishing, Illustration, Graphic Design and Animation (in which I specialised). This course gave me a broad understanding and appreciation of visual design, typography and layout etc

My graduation film 'Skin Deep' was screened at the National Film Theatre amongst other places, and won 'Best Animation' in the 2006 Creative Industries Awards

### • 2001-2002 De Montfort University, Leicester BTEC Diploma in Art and Design

## INTERESTS

- Growing tomatoes
- Scuba diving and travelling
- Taking evening classes to learn new arts and crafts skills
- Riding my bike in the sunshine
- Pub quizzes
- Sausage dogs

## REFERENCES

### **Najma Bhatti**

#### **Designer / Creative Director (Squarezero)**

Sarah is quite an exceptional talent. Having worked with her for years, she has never failed to deliver on any brief either conceptually or production - wise.

As a designer, director and animator, she always brings her unique take on any brief and her ideas are always fresh out of the box. Her quirky sense of humour is often evidenced in her concepts with refreshing results.

A dedicated hardworker, Sarah is a huge asset to any team and with her naturally diligent nature, works independently to deliver consistently high results. She's a real go-to person when you need to get a job done and know that you're in safe, talented hands!

### **Olly Tyler**

#### **Head of Animation (Squarezero)**

Sarah is a wonderfully gifted creative designer and animator. She made up one of the cornerstones of the company in terms of both design and production of our extensive creative output. She has a distinctive and brilliant style of her own which she can apply with great effect across many kinds of project. Always very hard working and highly skilled with Aftereffects she is capable of executing a project from concept to completion in a very efficient manner - always aware and sensitive to the clients and director's wishes.

### **Alexi Wheeler**

#### **Director, International Production and Development at Nickelodeon**

Sarah is an extremely talented and hardworking all round creative. In my time working with Sarah she was not only a keen and motivated ideas person; having created several in house children's media concepts, but also a friendly and articulate individual when it came to putting these ideas across and ultimately executing them. I was always amazed at just how quickly Sarah could pull an idea together and how tirelessly she would work on all projects.