AIDAN SUGANO // ART DIRECTOR · DESIGNER · ILLUSTRATOR

SKILLS

Software:
  Photoshop
  InDesign
  Illustrator
  Maya

OS:
  Mac
  Windows
  Linux

Traditional Media
Drawing
Sculpting

EDUCATION

San Jose State
University
Graduated 2011
B.F.A. in
Illustration

AWARDS

2010 Society of
Illustrators
scholarship
recipient.

CREDITS

Nimona
(unreleased)

Spies in Disguise
(2019)

Ferdinand
(2017)

Ice Age:
Collision Course
(2016)

Rio 2
(2014)

Ice Age:
Continental Drift
(2012)

Development
Projects
(unreleased)

EXPERIENCE

Blue Sky Studios // Greenwich, CT

Character Art Director, *Nimona (unreleased),* Jun 2017-Present
  ·Managed and directed day to day operations of the character design team
  ·Assigned, managed and tracked character design tasks in regards to the pipeline and show priorities
  ·Oversaw design implementation and daily execution through multiple departments and provided feedback, notes and direction to maintain the show style
  ·Aided the Production Designer in the creation of the show styleguide
  ·Established global show style and final look
  ·Designed all lead characters and established style for all characters
  ·Created the character and bg character styleguides
  ·Designed the look of materials and textures for characters and sets
  ·Story moment and key frame illustration
  ·Set, prop, vehicle and graphic design
  ·Color keys and material callouts

Production Design Consultant, Development, Aug 2018-Present
  ·Established a cohesive workflow for early visual development on all development projects
  ·Worked with the directors to help develop the foundational visual theory for each project based on story thematics
  ·Create vision boards, pitch packets and lookbooks of potential visual directions
  ·Suggested and cast artists (freelance and in-house) inline with the vision of the project
  ·Maintained visual separation for each project
  ·Interfaced and gave daily direction to artists and researchers

Senior Visual Development Artist, Jun 2016-Jun 2017
  ·Designed various lead and secondary characters
  ·Designed secondary characters for Ice Age 5: Collision Course
  ·Interfaced daily with other department to manage characters and sets through pipeline
  ·Color key and material design for set and character
  ·Story moment and key frame illustration
  ·Set, prop, vehicle and graphic design

Visual Development Artist, Nov 2012-Jun 2016
  ·Character design
  ·Color key and material design for set and character
  ·Helped establish lighting style for Rio 2
  ·Story moment and key frame illustration
  ·Set, prop, vehicle and graphic design
  ·End credit design for Rio 2

Junior Visual Development Artist, Jun 2011-Nov 2012

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