

Sofia Alvarado Silva

sofalvsilva@gmail.com
(415)966-6377
www.bysof.design (Portfolio Link)

PROFILE

Highly motivated, versatile, and curious **Visual Development artist** with practical experience in character, prop, and environment design for animation. Strong foundation in digital painting, color theory, and visual storytelling. Team player committed to the success of her peers and projects. Passionate about always seeking new ways to grow artistically.

EXPERIENCE

Visual Development Artist, Studio X – San Francisco, CA 2023 - Present

- Collaborate with a team of 10+ artists on university-industry animated projects, shaping the overall visual direction.
- Manage production workflows and timelines using Shotgrid, facilitating clear communication and efficient project tracking.
- Work closely with the Art Director to incorporate feedback and ensure alignment with goals.
- Created concept art for the upcoming animated feature "Infrared" (currently in production).
- Painted detailed color scripts for "Bonded" (short film, 2023–2024), establishing mood, lighting, and color palettes for key sequences.

Visual Development Artist, Kumot Short Film - San Francisco, CA 2025-Present

- Designed character, prop, and environment art in Adobe Photoshop for a 3D animated production.
- Ensured visual cohesion and narrative alignment through design and collaboration with the director.
- Contributed creative input during daily reviews and integrated feedback into evolving designs.

Art Instructor Assistant – Daly City, CA 2025

- Collaborated with art instructors to prepare supplies and guide children through class activities, ensuring a supportive and patient learning environment.

Character Designer, Crestfall (Audio Drama) – San Francisco, CA 2022 - 2024

- Created visual representations of the main characters based on script descriptions and narrative.
- Translated complex emotional arcs into expressive character designs that enhance storytelling.

ACHIEVEMENTS

- [First Place, Best Animation Design](#) AAU Spring Show (2024)
- [Second Place, Best Animal Painting](#) AAU Spring Show (2025)
- [Runner Up, Best Character Design](#) AAU Spring Show (2025)
- [Runner Up, Best UI Design](#) AAU Spring Show (2025)

EDUCATION

Bachelor of Fine Arts in Visual Development June 2021 - May 2025

Academy of Art University - San Francisco, CA

- Student Representative, Visual Development Department (2022-2025)

SKILLS

Artistic & Design: Character Design, Prop Design, Visual Storytelling, Concept Art, Color Keys, Mood Boards, Composition, Perspective, Lighting, Color, Digital Painting, Traditional Painting (Oil, Acrylic)

Software: Adobe Photoshop (Expert), Apple Procreate, Adobe Illustrator, Toon Boom Storyboard Pro, Foundational knowledge of Blender

Languages: English, Spanish, German

Interpersonal: Patient, positive, team work, fast learner, reliable, flexible, organized, self-motivated, curious, creative, problem solver, tranquil