

Micah Star Eubanks

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ILLUSTRATION + PRODUCTION EXPERIENCE

Junior Visual Designer, Las Vegas Sands, Las Vegas, NV, September 2024 - Present

- Collaborates with designers, engineers, and leadership to create and refine visual assets for casino games on mobile and desktop platforms.
- Assists in developing concept art, brand guidelines, and game elements, while adhering to defined game design documentation and organizational processes.

Product Design Intern, Las Vegas Sands, Las Vegas, NV, June 2024 - August 2024

- Worked under Sands Digital Services to create concept art, 2D art assets, and UX/UI elements for casino games.
- Learned about various game development departments and processes within the design team pipeline.
- Served as the lead artist collaborating with fellow interns on an original game that was pitched to senior management.

Fellow and Visual Development Mentee, DreamWorks Animation, Remote, February 2024 - April 2024

- Selected as one of 16 Fellows for DreamWorks Animation's LAUNCH Fellowship, a talent development program offering immersive workshops and networking opportunities.
- Participated in an 8-week mentorship under Erik Tillmans, focusing on storytelling, visual development, and general career guidance.
- Demonstrated creativity, dedication, and passion for animation, contributing to a diverse cohort of emerging talent.

Animation Production Intern, Warner Bros. Animation, Remote, June 2022 - August 2022

- Supported the design, background, and color departments on HBO Max's *Harley Quinn*.
- Utilized ShotGrid and Microsoft Suite to create asset packages, break down scripts, and ingest new artist assets daily.
- Demonstrated file organizational skills, navigated complex databases, and worked with full-time production staff.

LEADERSHIP EXPERIENCE

Production Coordinator, Black N Animated, Remote, December 2024 – Present

- Monitors the organization's email inbox and member intake database, responding to inquiries and ensuring smooth communication.
- Attends meetings with partner studios and executives to take notes and represent the organization.

Vice President of Illest of Illustration Club, Ringling College, Sarasota, FL, December 2021 – December 2023

- Oversaw one of Ringling College's oldest clubs dedicated to the art of illustration.
- Directed the design and decoration of the club's annual Illest Gallery, one of the biggest events on campus.

Summer Teaching Assistant, Girls Inc., Sarasota, FL, May 2023 – July 2023

- Educated multiple classes of 25 students in the arts, ranging from kindergarten to sixth grade.
- Designed lesson plans, presentations, and crafts by collaborating with coworkers and multitasking on large projects.

SOFTWARE

- Advanced knowledge of Photoshop, Illustrator, Windows 10, macOS, Gmail Suite, Powerpoint, Excel, and Word.
- Proficient in Premiere Pro, After Effects, Captivate, Figma, Spine, ShotGrid, Slack, Airtable, Jira, ZBrush, and Blender.

EDUCATION

Ringling College of Art and Design, Sarasota, FL, May 2024

- Bachelor of Fine Arts GPA 3.62 / 4.0
- Major: Illustration, Visual Development emphasis

Pratt Institute Pre-College, Brooklyn, NY, July 2018

- Concentration: Sequential Art

University of the Arts Pre-College, Philadelphia, PA, July 2017

- Concentration: Animation

HONORS + AWARDS

- **Illustration Trustee Scholar, Ringling College**, 2023
- **Walt Disney Company / UNCF Enhanced Scholars Program Finalist, UNCF**, 2023
- **Excellence in Experiential Learning Scholarship, Ringling College**, 2022