# **COSTA KASSAB CV**

I am a highly ambitious creator with a disciplined work ethic. My experiences directing and illustrating has formed reliable artistic confidence across various areas. Between my animation and illustration experiences and education, I aim to marry memorable design with storytelling and purpose. Working for clients remotely or as a studio artist has equipped me with organizational, leadership and communication skills, under pressure with small or large teams. In my spare time, I strive to always increase my knowledge through painting studies, life drawing and personal projects.

#### **SKILLS:**

- -Production experienced Character and Environment illustrator, flexible in numerous drawn and rendering styles.
- -Leadership and management in design departments.

Programs: Photoshop, Adobe Illustrator, After Effects, Premiere Pro and Toon Boom Harmony. (for illustration and image editing purposes)

#### FILMOGRAPHY & WORK EXPERIENCE:

• *Bluey* (2017-2022) Ludo Studio: Lead Art Director, Background artist, Concept Artist

Directed and trained a concept art team and background art team. Lead artist developing environments, character, props and colour design.

• *Hazbin Hotel* (2022) Princess Bento Studio: Lead Prop Artist and general illustrator.

Directed prop department, created colour scripts, illustrated for other departments such as character design.

- **Griffith University (2019-2022): Art Direction Lecturer.**Created and instructed lectures on Character and Environment Design.
- *WTF 101* (2017) Studio Joho: Background artist Created background art from concept to finish.
- Freelance concept work (2017, 2019) Like A Photon Creative: Concept artist Created artwork for numerous series and pitches
- *Kindergo* (2018) Like A Photon Creative: Illustrator Illustrator for numerous books.
- Charli's Crafty Kingdom (2017)\_Like A Photon Creative: Environment Design, Animator, Illustrator

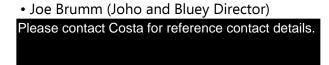
## **EDUCATION:**

- Character Styles critiqued course with Stephen Silver (character designer for Kim Possible, Danny Phantom).
- Environment Design critiqued course with Nathan Fowkes (environment designer for How to Train Your Dragon, Wonder Park).
- Bachelor of Animation with Distinction, Griffith University. GPA 6.7, on the Dean's list semester 1 & 2, 2015-1

Please see next page for references.

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## **REFERENCES**:



• Sam Moor (Ludo Producer)

Please contact Costa for reference contact details.

• Jess Hopcraft (Princess Bento Associate Producer)

Please contact Costa for reference contact details.

• Ryan Greaves (Like A Photon Director and Creative Associate Producer)

Please contact Costa for reference contact details.

• Dr Peter Moyes (Griffith Animation Lecturer & Course Convenor)

Please contact Costa for reference contact details.

• Paul Mason (Griffith Animation Lecturer)

Please contact Costa for reference contact details.