

Emyliane Christodoulou

character designer & storyteller

animation & theater

"Lugh's Mastery"

Animated Short Film
Produced for Beltane Fire Society
2020

Worked independently to create a 2.5min short film in celebration of Lughnasadh, an annual celebration in late summer.
Premiered internationally to thousands across social media.
Written, designed, animated, and edited by me; additionally, I directed a voice actor and managed an assistant on inking and editing.
This project was produced in 6 weeks. Can be viewed at tinyurl.com/LughMastery

"Red & White Connection"

Animated Short Film
Produced for Beltane Fire Society
2020

Worked in a team of two to create a 2min short film in celebration of Beltane, an annual celebration in mid-Spring.
Premiered internationally to thousands live on Facebook, then published across social media.
Storyboarded and designed by me. Animated by myself and one other.
This project was produced in 3 weeks. Can be viewed at tinyurl.com/RedAndWhiteConnection

Storyteller & Designer

Beltane Fire Society
2012, 2014, 2016

Volunteer with a cultural non-profit in Scotland as a visual designer for performance festivals; act as final checks for narrative throughout performance
Design hair/makeup/costume to support storytelling and narrative; characters have no spoken dialogue
Co-managed the design and construction of large-scale theatrical set pieces
On performance days, directed 12+ volunteers in pre-show preparations
100hrs/festival

illustration & design

Illustration & Vis Dev
Freelance
2012-present

Visual Content Development for Reaper Reborn book series, concept & scene illustrations
Gallery Show - First Friday Artist, Santa Cruz Downtown
Illustrated a series of stylized animals for a tea startup, dearling Blends.
Digitally created a series of brand illustrations for Nanacoco Inc and eleccio, two related cosmetic brands, to accompany and illustrate product informationals
Created 2 in-depth infographics for an engineering firm for brand appeal and educational use
Illustrated 12 illuminations to accompany "Perfect", a volume of poetry by Bailey Gunn
Developed character designs and concept artwork for a video game idea by Sammy Nickalls; the project included character designs, color palette, and concept art
Created a series of pen and ink scientific illustrations of bird species for "The Paraphyly of Ratites Just Doesn't Fly" a dissertation paper by Mark Scherz

Visual Content Producer
Crayola
2017-2019

Produce photos, designs, and illustrations for many products concurrently to enhance the online consumer experience of the Crayola brand
Create illustrations and project outputs to better build and convey brand story
Increased conversion on e-commerce platforms by bolstering product detail page (PDP) imagery with rich media, high quality images, and inspirational outputs

Lead Designer,
from Graphic Designer
Annie International
2014-2016

Accolades: Franklin Award 2016, 2017
"for excellence in print & design"

Brand illustrations and brand system design
Managed all creative projects from conception through production
Managed a small team for marketing efforts, including social media
Wrote and released Press Releases
Handled all communications with external design vendors, consultants
Graphic design (print and web)

Arcadia University
BA Scientific Illustration
Minor in Theater Arts

CalArts
Summer Course
Character Design

Glasgow School of Art
Student Exchange Program
Concentration in Printmaking

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