

# Micah Star Eubanks

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## ILLUSTRATION & PRODUCTION EXPERIENCE

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### **Junior Game Artist, Las Vegas Sands, Las Vegas, NV, September 2024 – Present**

- Collaborates with designers, engineers, and leadership to create and refine graphics for casino games on mobile and desktop platforms.
- Assists in developing concept art, brand guidelines, and game assets, while adhering to defined game design documentation and organizational processes.
- Leading multiple go-live projects, taking ownership of tasks and driving timely completion through a self-starting approach.

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

- 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.
- Offered a full-time position following exceptional internship results.

### **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.
- Navigated complex databases and maintained file organization, working closely with full-time production staff.

## LEADERSHIP EXPERIENCE

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### **Talent and Outreach Assistant, Black N Animated, Remote, December 2024 – Present**

- Holds a leadership role at Black N Animated, a nonprofit empowering Black talent in animation through mentorship and community programs.
- Manages member intake and email communications, vetting new members and responding to inquiries.
- Compiles and engages potential sponsors and collaborators for the organization.

### **Vice President of Illest of Illustration, 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

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- Advanced knowledge of Photoshop, Illustrator, Windows, macOS, Google Workspace, Microsoft 365.
- Proficient in Premiere Pro, After Effects, Captivate, Figma, Spine, ShotGrid, Slack, Airtable, Jira, ZBrush, and Blender.

## EDUCATION

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

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

## HONORS & AWARDS

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