



BRITTANY I. OSASERI

COMIC ARTIST AND ILLUSTRATOR

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Enthusiastic, dedicated, self-reliant creative artist that thrives in both rigid and flexible collaborative and independent environments specializing in illustration, comic art, and character design. Seeking a career in visual development and storytelling for all age groups

SKILLS

Adobe Animate
Adobe Photoshop
Art for Print
Character Art
Character Design
Clean Drawing
Clip Studio Paint
Comic Art
Comic Lettering
Environmental Design
Independent Worker
Maya
Page Design
Panel Layout
Realism
Scriptwriting
Social Media Management
Time Management
Traditional and Digital
Illustration
Visual Concept and
Development

AWARDS

Class of 1964 Fine Arts Prize

May 22, 2019
Awarded to whom the faculty in Art and Art History, Music, and Theater and Dance identifies as having done the most outstanding work in one or more areas of the fine arts

Studio Art Prize

May 22, 2019
Awarded to the student who has consistently done outstanding work in the art department. Awarded this for skills as a draftsman in composition, graphic narrative, and illustration

GALLERY SHOWS

Senior Theses Exhibition
Washington and Lee University,
Stanair Gallery (2019)
SSA (Science, Society, and the Arts)

EDUCATION

Bachelor of Arts in Studio Art and Biology,

Washington and Lee University, Lexington, VA – Sep 2015 – May 2019

Summer Workshops,

The Center for Cartoon Studies, White River Junction, VT - June 2019 – Aug 2019

Cartooning Studio with Luke Howard and Jarad Green

Graphic Novel Workshop with Paul Karasik

EXPERIENCE

2D COMIC ILLUSTRATOR, CHARACTER DESIGNER/ARTIST, BOOK COVER ARTIST - Aug 2019 - Present

Transforming scripts into a narratively imaginative and coherent comic illustrations and visuals—sketching, inking, coloring, shading, and lettering each refined, vibrant, and high-quality page from thumbnail to printer ready, mastering both animated action and everyday scenes with unwavering consistency and flexibility. Unique and diverse character designs created from dissecting each character's narrative role, personality, and character descriptions. Researching the time, environment corresponding fashion choices, designing unique clothing and hairstyles, taking care to depict appropriate facial features and hair textures adhering to each character's ethnic and cultural background with creativity and integrity. Thorough technical understanding of anatomy, perspective, and composition. Ability to adapt to timelines and established styles and manage multiple projects tight deadlines, and technical specifications. Streamlined production pipeline by 30%. Boosted *Asteria: The Legend of the Fallen Star* Kickstarter backers by 20%

Asteria: The Legend of the Fallen Star by Morgan Middleton – Aug 2021 - Present

Kindness by Valerie Sharrod – May 2021 - Present

In Girl by Studio B – Jan 2021 – Present

The Intellectuals (Webtoon) by Jorie Zarbin – Aug 2021 – Jan 2024

Cover Art for The Adventures of Starman Vol. 4 and 5 by Eli Burton – Jul 2021 – Sep 2022

Japanese Tsubaki by Stephen Utick Dec 2021- May 2022

Milestone: Bottomless Milestone by Kashawn Weaver – Feb 2020 – Dec 2021

Nuka Girl by Ryan Hellquist – Mar 2020 – Aug 2021

Character Design of Archetypes by Elizabeth Prather – Aug 2020 – Sep 2020

ENIGMAS: Earth's New Intelligence Genome Made of Ancient Secrets: Grizzly Beginnings by Brandon Fuller – Apr 2020 - Aug 2020

PORTRAIT ILLUSTRATOR - Oct 2020 - Present

Professional innovative collaboration with families from concept sketches to print ready portraits. Gathering familial and theme aligning references and learning more of each family members' traits. Strong diligence and assurance to deliver high-quality work by paying attention to their visual and personality features to achieve their likenesses, and ability to adapt to requested notes. Always received at least a 10% tip due to client satisfaction

Family Art Drawing for Bill Pierznik Oct 2020 – Present

Manga Poster of My Family for Corey Johnson – Jan 2022 – Jan 2022

Family Picture for Our Family Room for David Hubbard – April 2021 – June 2021

Art Pic: History Influencers & My Boys for Rabha Hall – Oct 2020 – Jan 2021

MERCH DESIGNER AND ILLUSTRATOR – Aug 2019 - Present

Drafting multiple visual concepts and iterations of designs from sketch to print ready, paying attention to the importance of legibility, impact, and unique brand identity and recognizability, in creating visually interesting artwork that works well for merchandise, social media, web presence, advertisements, and articles. Increased brand recognizability by 20%

T-shirt designer for Comic for Cortney Petty – Mar 2024 - Present

Infinite Original for Lonale Maples – Sep 2020 – Mar 2021

Fat Rich Graphic Designer for Marvin Minott – Aug 2019 - Present

Conference- Vis Arts

Display

Washington and Lee
University,
Wilson Hall (2019)

Junior Seminar Gallery

Display

Washington and Lee
University,
Wilson Hall (2018)

**SSA (Science, Society,
and the Arts)**

**Conference- Vis Arts
Display**

Washington and Lee
University,
Huntley Hall (2017)

ADDITIONAL EXPERIENCE – Sep 2015 – May 2019

Research, educational, and multi-medium experiences that contributed to personal artist development

Theater Department Snr. Scene Shop Assistant - Washington and Lee University - Sep 2017 - May 2019

Upper-level position assisting in theater production. Lead groups and individuals in tasks such as creating sets and prop pieces, operating machinery, and using tools for theatrical productions

Johnson Opportunity Grant - Summer recipient - June 2018 - August 2018

Seven-week self-directed comic book research and development at Washington and Lee University in Lexington, VA and the Center for Cartoon Studies in White River Junction, VT to further develop *Forsaken*, an independent long-running comic book project. Reduced expected production speed by 25%

Supervised Study Abroad: Kanazawa, Japan through Washington and Lee University April 2018 - May 2018

Four-week program with the primary focus of increasing Japanese Language skill and knowledge of Japanese culture and establishing permanent connections with the Ishikawa Alumni Association

Theater Department Scene Shop Assistant - Washington and Lee University - Sept 2015 – May 2017

Utilized hand and machine tools for sets and props created for theatrical productions, working both in a team environment and independently. Increased construction flow by 15%