



Sara Ayala

Visual Development · Character Design · Illustration · 2D Animation

EXPERIENCE

NOV 2025 -
MARCH 2026

Illustration & 2D Animation Intern

Tourmalet Films

Currently creating animated illustrations for a documentary that combines animation and live-action.

JUNE 2025 -
MAY 2026

Co-Director / Co-Producer

"Histeria" - UDIT Junior Short Film

Currently working on a 4-minute 2D animation short film together with two of my classmates.

MAY 2024 -
MAY 2025

Director

"Marinero en Tierra" - UDIT Sophomore Short Film

Led a team of 24 animation students and 2 musicians to create a 7-minute 2D animation short film based on an original idea of mine.

- Winner, Animafest 2025 "Best Short Film of the Year" Award
- Winner, Animafest 2025 "Best original Soundtrack" Award
- Nominee, Animafest 2025 "Best Direction" category

FEBRURARY
2025

Co-Director / Co-Producer

"Fatale" - One-week short film created for an UDIT event.

Collaborated with two other classmates to create a short film on the theme "under the sea". The challenge allowed us to learn to work as a team under pressure, and to participate in every stage of the animation pipeline.

- Winner, Animafest 2025 "Best Backgrounds" Award
- Nominee, Animafest 2025 "Best Animaweb" category

EDUCATION

SEPT 2023 -
JUNE 2027

UDIT Universidad de Diseño, Innovación y Tecnología

Grado en Animación (BFA in Animation)

Beca de Jóvenes Talentos (Young Talent Scholarship).

Honors in five first-year courses and in five second-year courses.

JULY 2025

La Galería Roja

Narrative Illustration Workshop with Michelle Cheng

Reflected on the importance of working intentionally and methodically. Refined my illustration workflow and learned techniques to generate more personal, nuanced ideas. Experimented with contour drawing.

JULY 2021

Massachussets School of Art and Design

Summer Intensive Programme in Illustration

Learned about composition, color theory and value grouping.

JULY 2021

Savannah College of Art and Design

Summer Seminar in Digital Drawing Techniques

Became familiar with Photoshop, experimented with digital painting techniques.

2020 -
2021

Taller deGranero (Fine Arts atelier)

Traditional drawing and painting classes

Honed my traditional drawing and painting skills with gouache, charcoal, pastels, graphite, watercolors and acrylics.

Hello! I'm a dedicated, enthusiastic artist with a passion for storytelling and design.

I am currently seeking opportunities to gain professional experience in the animation industry.

LANGUAGES

- Spanish - *Native*
- English - *C1*

PROFICIENCIES

- Photoshop
- Procreate
- Toon Boom Harmony
- Storyboard Pro
- Autodesk Maya (animation only)
- Clip Studio Paint
- After Effects

SKILLS

- Character, prop & set design
- Model sheets
- Color scripting
- Illustration & Concept Art
- 2D animation
- Storyboarding

✉ saragora2@gmail.com

🌐 www.sayalart.com

📷 sayal.art