KARLO ANTUNES

Multimedia Creative karloantunes 19@gmail.com www.karrtunes.studio (754)-281-9063

PROFILE

Visual storyteller and creative developer blending art, design, culture, and technology to craft interactive experiences. Expanding into front-end development and UI/UX to build meaningful, narrative-driven digital worlds.

EXPERIENCE

- Creative Services Director/Head Designer
 Sequential Artists Workshop I May 2016-Present
 Creative production/editorial for 15+ publications;
 manage artists and visual content from concept to print;
 oversee brand voice, layout, and design across print and digital platforms
- o Founder/Printer

GHOSTCACTUS STUDIO I July 2020-PresentBasic woodworking with skateboard decks, screen printing, spray painting

- o Founder/Editor-In-Chief
 - Bird Brained Books I February 2020–Present
 Creative production/editorial for 4 anthologies, on brand art/layout design, book compositing, etc.
- o Finisher/Printer

Aesthetic Print and Design I Oct. 2023-Aug. 2024 Screenprinting setup, color separation, and manual printing on apparel and paper goods. Mixed inks, maintained equipment, ensured quality control on print runs, etc.

o Freelance Comics Editor

Papercutz I November 2021–August 2022
Script editing, art editing, freelancer managing, etc. for Nickelodeon's The Loud House and The Casagrandes comics

EDUCATION

- School of Visual Arts, Continuing Education,
 June 2018-October 2022
 Animation and Cartooning
- Sequential Artists Workshop, Certificate Program,
 Sept. 2020-May 2021
 Comics and Storytelling
- University of Florida, Dual Major Bachelor of Arts,
 June 2015–May 2017
 English, Film and Creative Writing Focus
 Anthropology, Culture and Documentary/
 Ethnographic Film Focus

SKILLS

o Creative and Narrative

Visual Storytelling, Narrative Design, Storyboarding, Animatic Editing, Basic Frameby-Frame Animation, Comic Editing, Layout Design, Book Compositing, Character Design, Script Editing, Creative Direction

Technical (In Progress)

Front-End Development (HTML5, CSS3, JavaScript), Web Development, UI/UX Design, Wireframing, Prototyping, Interaction Design, User Research, Figma, Adobe XD, Webflow, Git & Version Control, React, Game Development interest (Unity, Godot)

Software and Tools

Adobe Creative Suite (Photoshop, Illustrator, Premiere, InDesign), Google Suite/Microsoft Suite, Clip Studio Paint, Procreate, VS Code, Sublime Text, Final Cut Pro, Drone Operation

o General

Cross-Functional Collaboration, Remote Collaboration Tools (Gmail, Zoom, Asana), Project Planning, Creative Problem-Solving, Detail-Oreiented, Resourceful, Attentive, Communicative, Adaptable, Flexible, Passionate, Project Management

Languages

English Brazilian Portuguese

REFERENCES

- o Tom Hart: Executive Director/SAW Founder
- e: tom@sequentialartistsworkshop.org
- c: (718)-687-7434
- o **Jeff Whitman**: Nickelodeon Comics Editor
 - e: jeffrey.whitman@viacomcbs.com
 - c: (508)-212-6622
- o Jess Ruliffson: Teacher/Cartoonist
 - e: jessruliffson@gmail.com
 - c: (585)-410-3127