

# KARLO ANTUNES

Gainesville, FL | karloantunes19@gmail.com | www.karrtunes.studio

## PROFILE

Production & Development Editor with experience in comics, publishing, and licensed titles. Skilled at guiding projects from concept to completion, balancing editorial insight, creative direction, brand consistency, and workflow. Drawn to offbeat, story-driven worlds.

## EXPERIENCE

**Sequential Artists Workshop**, Gainesville, FL (Hybrid) — Creative Lead, Publishing & Design

MAY 2016 - PRESENT

- Lead editorial and creative production for 20+ publications, managing teams of 10–25 artists and overseeing print/digital design, file packaging, eBook management, and fulfillment.
- Streamlined publishing workflows for efficiency and consistency.
- Manage social media, website maintenance, video archiving, and collaborate on programs engaging hundreds of students.
- Represent SAW at conventions and events, promoting publications, programs, and fostering partnerships.

**Papercutz Graphic Novels**, New York, NY (Remote) — Freelance Editorial Associate

NOVEMBER 2021 - AUGUST 2022

- Edited scripts and artwork for Nickelodeon's *The Loud House* and *The Casagrandes*, ensuring alignment with the series' tone.
- Managed licensor relations and all stages of editorial review and approvals between Papercutz, Nickelodeon, and creative teams.
- Coordinated communication among 15–20 writers, artists, colorists, and letterers; supported senior editors in planning storylines and maintaining continuity.

**NBM/Papercutz Graphic Novels**, New York, NY — Editorial Intern

AUGUST 2018 - JANUARY 2019

- Edited 12+ YA graphic novels, focusing on script and artwork.
- Supported production and metadata for 20+ titles, including *Monica Adventures*, *The Loud House*, *The Smurfs*, *Dinosaur Explorers*, and *Geronimo Stilton*.
- Provided editorial support on U.S. editions of international IP.

## EDUCATION

**University of Florida** — B.A. English & Cultural Anthropology, 2017

**Sequential Artists Workshop** — Certificate in Comics, 2021

**School of Visual Arts** — Continuing Education, Animation, 2018-2022

## SKILLS

**Creative:** Editing, Story Development, Visual Storytelling, Art Direction, Narrative Design, 2D Animation, Project Coordination, Cross-Functional Collaboration, Creative Problem-Solving

**Technical:** Adobe Creative Suite, Procreate, Rough Animator, Storyboard Pro, Stop-Motion Pro, Google Suite, Microsoft Suite, Asana

**In Progress:** CAD (Fusion 360), Front-End Development (HTML, CSS, JavaScript), UX/UI Principles, Interactive Design (Blender, Godot)

## PROJECTS

### **Bird Brained Books**

Founded and produced 4 indie art anthologies, coordinating 10–15 contributing artists and writers per volume.

### **Tenements, Towers & Trash: An Unconventional Illustrated History of New York City**

Visual editing support for Julia Wertz's *Tenements, Towers & Trash*.

## REFERENCES

Contact information available upon request

### **Tom Hart**

Executive Director,  
Sequential Artists Workshop

### **Jeff Whitman**

Editor, Nickelodeon Comics

### **Jim Salicrup**

Former Editor-in-Chief, Papercutz