

SAUL PENA

Background Design & Visual Development Artist

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[PORTFOLIO](#)

[LinkedIn](#)

California, U.S

EXPERIENCE

BAVC Media | Video Editing Apprenticeship, April 2026-Present, San Francisco, CA

- Learned & further developed skills in Premiere Pro, DaVinci Resolve, & Avid through working with archival & found footage
- Focused on editing theory & applying storytelling skills to non-narrative media

Fish Boy Animation | Art Director & BG Designer, “Crimson Tears”, Nov 2025-Present, remote position

- Worked directly with the Director as well as the Storyboard Team to complete: BG Designs, Prop Designs, & Character designs for a 2D animated short film

Good Looks Crew | BG Design, “Good Looks Adventures”, Sep 2025-Present, remote position

- Designed backgrounds for a 2D animated pilot episode & iterated on proof of concept/pitch bible to guide the overall art direction of pilot
- Completed 2D prop sheets as well as painted and extracted prop textures for UV mapping on 3D backgrounds created in Blender

Liminal House & Independent Lens | 2D Animation Assistant, “The Opioid Trilogy: Do No Harm & Coming Home”, Sep 2024-Mar 2025, Bay Area, CA

- Completed 2D animation color fills in Adobe Photoshop for a 2D rotoscope documentary series
- Regularly met with the production team over Zoom to discuss revisions & notes

EDUCATION

California College of the Arts | BFA in Animation, San Francisco, CA, 2020-2024

Warrior Paint Camp | Versatile Visual Development, 2026

HONORS & AWARDS

- Student Thesis film “How do you Capture Desire?” received official selections for: LALIFF 2025, SF Indie Shorts, SF Queer Film Festival, & BASH

- Short film “DYSMORPHIC” received official selections for the Seattle Science Fiction and Fantasy Festival, as well as nominations in: LA Fantasy Fest 2025, Indie X Film Fest, and Cal Film Fest - all in horror & gore categories
 - Honorable mention, Mel Milton Scholarship Award by CTN 2025

SOFTWARE SKILLS

Google & Microsoft Suites | Adobe Photoshop, Premiere Pro, & Illustrator |
ToonBoomHarmony, Storyboard Pro, SketchUp, ClipStudio, Procreate, and Davinci
Resolve