

# Anatola Howard

Story and Visual Development Artist

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*Anatola Howard is currently a happy Character Animation student attending California Institute of the arts. She has a head full of many dreams, but the one that excites her most is her ambition to work in Animation.*

## Skills & Competencies

- Storyboarding • Concept Art • Game design • Illustration • Animation Layout • Directing • World Building
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## Work Experience

- **Director, Writer, and Artist of the upcoming Valve published game titled “Maggie’s Apartment”**  
(2015-present) -Exercised leadership responsibilities and time management/business skills.
  - **Boom! Studios/Cartoon Network Cover Artist for Regular Show Comic**  
(2013) -Freelanced as a cover artist for Boom! Studios on a variant cover “C” for their Regular Show Comic.
  - **Graphic Novel work for “Rigged Books”**  
(2013-2014) -Created several short stories published by the independent Comic House “Rigged Books”
  - **Children’s Face Paint/Caricature Work**  
(2012-present) -Attends kindergartens and fairs to create caricatures of children/facepaint work.
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## Education

- **California Institute of The Arts**  
(2015-present)
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## Awards

- Included in Buzzfeed’s list of “ The must read webcomics of 2013”
- Featured Artist on Meathaus.com, Indieruckus.com, Newgrounds.com
- Interviewed by The Comics Journal by Zainab Akhtar. 2014