SARAH LAVIN

sarahrlavin@gmail.com | sarahlavin.com | Portfolio | Los Angeles, CA

PROFESSIONAL SUMMARY

Production Designer and Illustrator with 4+ years of experience across film, commercial, and live event work, from independent shorts and features to premieres and brand activations for Apple TV and Netflix. Develops bold, cohesive visual worlds through concept development, 3D visualization, graphics, and set execution from pitch through final delivery.

EMPLOYMENT HISTORY

Freelance Designer & Illustrator | Sarah Lavin Creative, Los Angeles, CA — August 2022 – Present

Graphic Designer & Social Media Campaign Support, "On the Cusp" (Film) — 2026 – Present
- Designed the film's poster, fundraiser flyer, and auction sign-up sheets; helped run its social campaign

Production Designer, "The Light" (Short Film) — October 2026 – November 2026
- Led production design for the short film from early October through completion in early November

Production Designer, Zig Zag Commercial (Bacon & Eggs Creative) — October 2026
- Designed, sourced, and set decorated on a 2-day turnaround; managed budget and vendors

Concept Designer, Spark Salons / Unlikely Collaborators Speaker Series — July 2026 – August 2026
- Developed concept designs for the series' environmental and spatial identity

Graphic Designer, "Lies We Follow" (Feature Film) — April 2026 – June 2026
- Designed print-ready graphics and signage for set dressing on tight timelines

Contract Design Assistant, Studio Connelly — February 2025 – March 2025
- Supported moodboards; sourced furniture, props, and materials; created studio social content

Art Production Assistant, "Trade of Hearts" (Vertical Series) — January 2025
- Supported the art department on a vertical series with set dressing, strike, and day-to-day art department needs

Production Designer, "Double Time" (Short Film) — August 2024 – October 2024
- Drafted director's plans and SketchUp visualizations for all sets; managed set decoration and dressing

Residential Interior Visualization, Private Client
- Created photorealistic 3D renderings for a full-home renovation using SketchUp and Lumion

Junior Production Designer | Benarroch Productions, Los Angeles, CA — March 2025 – April 2026
- Designed immersive environments for film premieres and large-scale events, translating creative concepts into spatial design solutions for studios and streaming platforms including Apple TV and Netflix
- Developed mood boards, visual research, and 3D models/renderings (Rhino, Enscape) to define design direction, scale, and materiality
- Produced technical drawings and fabrication files in Adobe Creative Suite for large-format print and CNC, collaborating with creative directors from concept through installation

EDUCATION

Chapman University, Dodge College of Film & Media Arts, Orange, CA
Master of Fine Arts, Production Design | 3.87 GPA — August 2022 – May 2024

Brandeis University, Waltham, MA
Bachelor of Arts, Studio Art with Departmental Honors; Bachelor of Arts, Psychology | 3.6 GPA — August 2017 – May 2021

SOFTWARE

Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premiere, Lightroom), Rhino, Enscape, SketchUp, AutoCAD, Layout, Lumion, Procreate, Google Suite, Microsoft Office Suite, Canva, Higgsfield, Claude

SKILLS

Concept Development, Environmental Design, Production Design, Art Direction, Set Decoration, Set Design, Set Construction, Visual Development, Mood Boards, Illustration, Concept Art, 3D Modeling, Rendering, Technical Drafting, Color Theory, Large-Format Print Prep, CNC File Prep, Fabrication Files, Budgeting, Scheduling, Storyboarding, Graphic Design, Brand Design, Vendor Coordination, File Organization, Creative Collaboration, Project Coordination, Photo Retouching, Typography