

RIDLEY MENENDEZ

**Storyboard Artist
Comic Artist
Illustrator**



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Emily (Ridley) Menendez

I'm a storyboard artist and a visual development designer with 4 years of in-house experience developing characters, scenes, and visuals across multiple styles and genres. I'm a problem solver who thrives in fast-paced environments, collaborating smoothly with teams, and contributing fresh visual ideas!

SKILLS

Software: Storyboard Pro, Photoshop, Illustrator, Mac/PC, Wacom Cintiq
Storyboarding, Character Designer, Comic layout/line/colorist, Illustrator, Prop design, Anatomy/gesture, Visual Development

EXPERIENCE

Sketchy Medical / Storyboard Artist
AUG 2021 - NOV, 2025 LA/Remote

In-House artist in charge of creating storyboards (at times live) with writers to visualize scripts in real time while producing polished full-color illustrations across multiple styles, creating character sheets and turnarounds, developing short animations, designing props, environments, and color layouts, and rendering detailed medical illustrations with clarity and accuracy.

Freelance Artist

MAY 2020- AUG 2021 Long Beach, CA/Remote

Designed original characters, comics, and visual concepts for various clients. Provided caricature art at the Museum of Latin American Art (MOLAA) and Expo Gallery in Bixby Knolls

Inspyr Arts / Art Instructor

JULY 2017-MAY 2020 Long Beach, CA

Taught art to students of all ages, developed traditional and digital lesson plans in multiple styles, led workshops and live demonstrations, and supported students and parents with artistic progress, portfolio building, and creative development.

EDUCATION

California State University, Long Beach (2017-2021)
Bachelor of Fine Arts – Illustration/Animation